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No.15 July 1986
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ZAP! 64

MONTHLY REVIEW FOR COMMODORE SOFTWARE



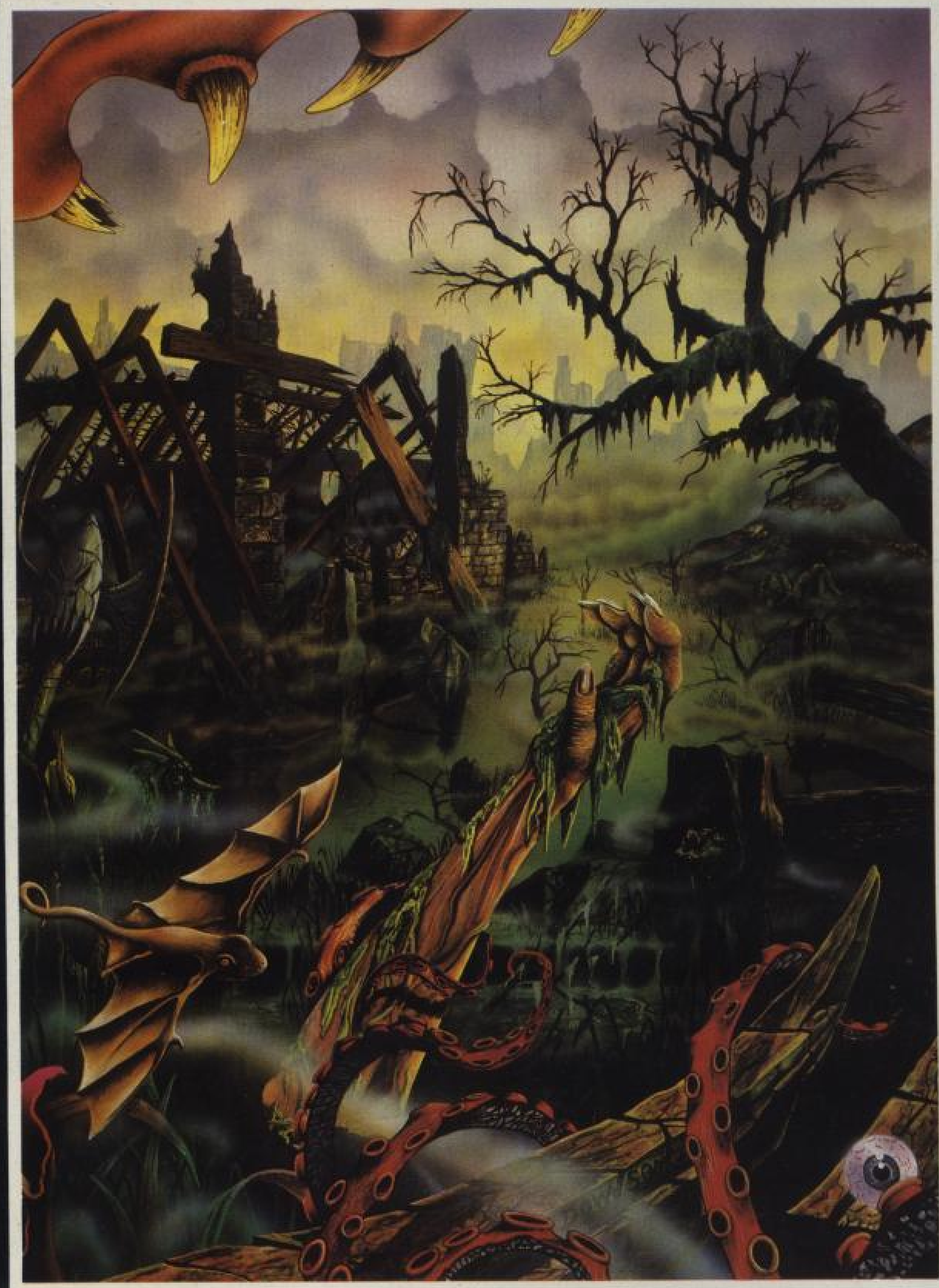
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ISSUE 15 JULY 1986

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JULY SPECIALS

ZZAP! SECTIONS

HOT GAMES FOR JUNE

PRIZE COMPETITIONS

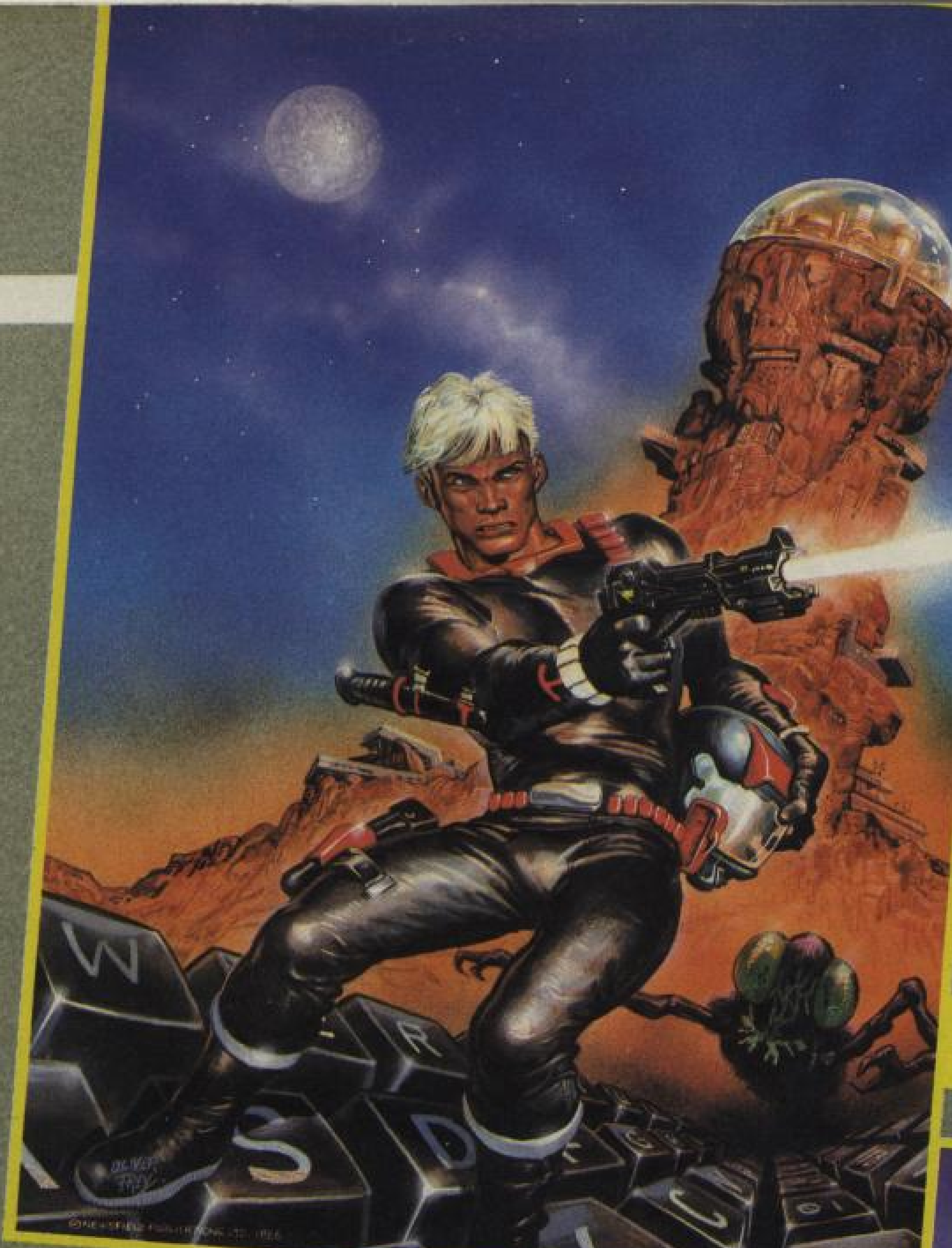


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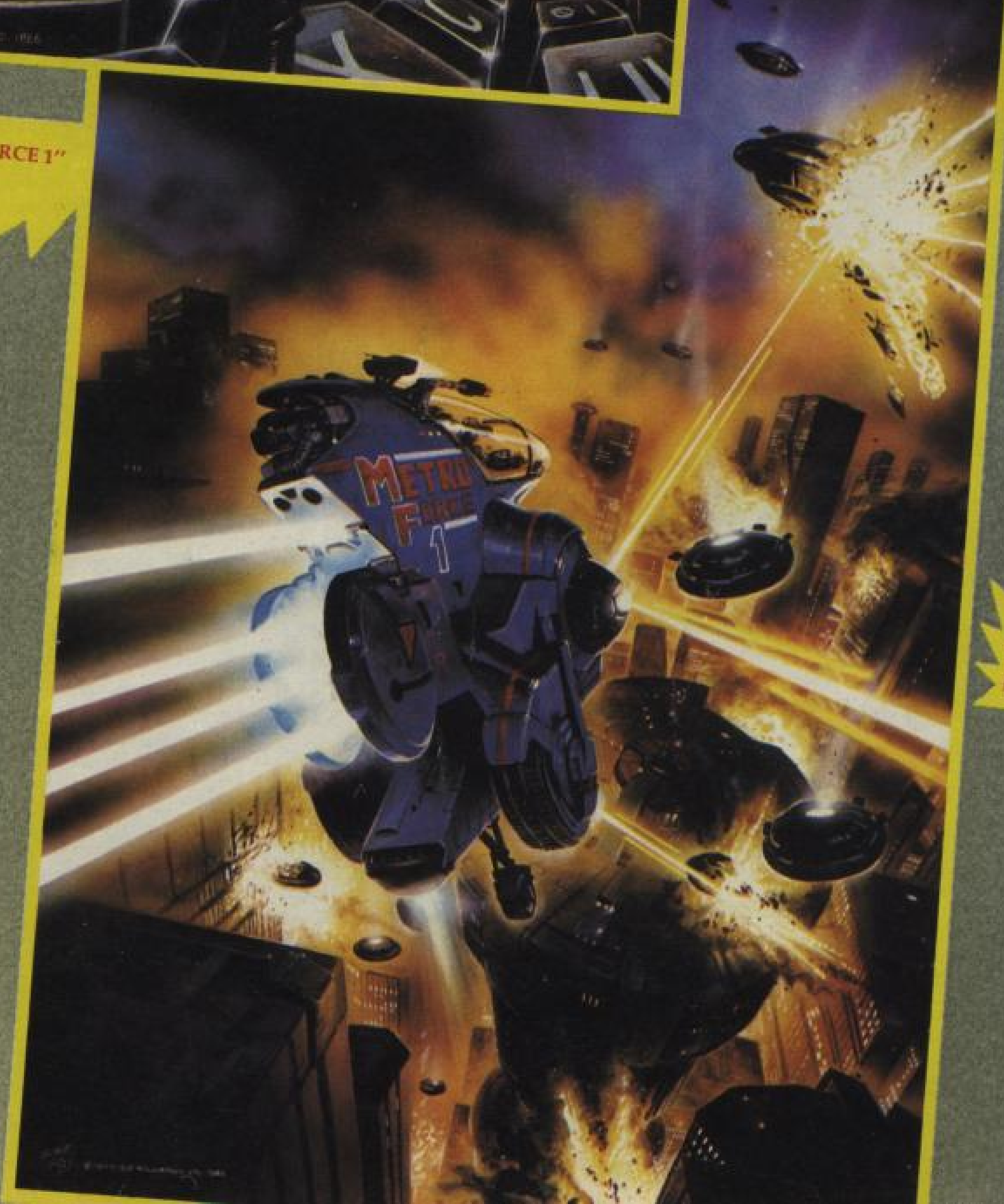
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BRITAIN'S BEST SELLING FLUFFY LOLLIPOP MAGAZINE

— *Anthony Jacobson, Commodore Computing International*

FOR FLUFFY LOLLIPOP SUCKERS

Yep, the lollipop season is definitely here, the heat of the halls at the 7th Commodore Show had everyone sucking drinks on sticks, and back at base in Ludlow, June and the Carnival arrives with hot weather and hordes of lollipop-sucking tourists. ZZAP! owes a deep debt of gratitude to the publisher of *CCI* for pointing out to us that there's more money to be made from talking about lollipops (even fluffy ones) than from boring old computer games. Apart from an issue packed with helpful hints on how to suck the various flavours (starts page 202), comparisons between the frozen and sticky-sweet varieties, things you can do with the sticks once sucking is complete and vital first aid tips for frozen lollies that come apart at the seams on the first bite — apart from all this, there are a few more reviews (of computer games) than usual.

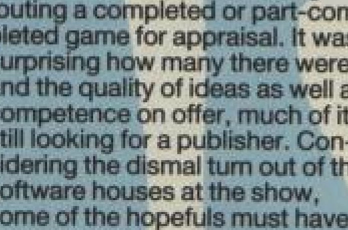
Budget games have had an up and down history, although recent releases have had an encouragingly higher proportion of fine games among them. This month we have a **Budget** Section largely devoted to the first batch of **Americana** cheapies from US Gold, although there are a couple from Firebird and one from CRL. As you may expect, this section reveals that things are still much the same, such budget wonders and some budget horrors. Nevertheless, three of this month's Sizzlers are in the Budget section!

WHERE HAVE ALL THE HOUSES GONE?

Along with other members of the ZZAP! crew, I attended this year's Commodore Show at the Novotel, London (last year I was stuck in Ludlow coping with the just completed move of the editorial team from Yeovil). The ZZAP! stand certainly proved popular, never more so than at those times when a programmer happened along touting a completed or part-completed game for appraisal. It was surprising how many there were, and the quality of ideas as well as competence on offer, much of it still looking for a publisher. Considering the dismal turn out of the software houses at the show, some of the hopefuls must have been annoyed at not being able to demonstrate direct to a possible publisher. But they were not the only angered ones, many ZZAP! readers complained that there was nothing to see. Such a *laissez faire* attitude to what is, after all, THE Commodore Show of the year is not only annoying — it's alarming. I know the cost of stands is high, and everyone is planning their constructions for the much bigger *Personal Computer World* Show in September, but ignoring the punter in this way is positively dangerous. Let's hope the situation and the attitude improves, otherwise many a software company may end up with nothing left to do but suck fluffly lollipops.

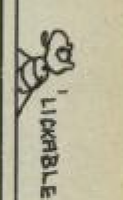
ROGER KEAN

THE MONTHLY SOFTWARE STAR FOR YOUR US GOLD CALENDAR



GAMES REVIEWED IN THIS ISSUE

ADVERTISER'S INDEX




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If you have ever bought another golf simulator – shoot yourself! If you are ever considering it – save yourself a bullet!
ZZAP64
Quite honestly, leaderboard makes all other golf simulations look clumsy and antiquated in comparison.
ZZAP64
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ZZAP64
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ZZAP! RRAP

Not a lot of serious mail this month, we're obviously moving into what the press call the 'silly season'. Certainly the obsession of the month goes by the name of Claire. More later! For perspicacity beyond the call of duty, I thought the following letter deserved the £20 worth of software this month . . .

LLETTER OF THE MONTH

P-P-P-PUBLISH P-P-P-PLEASE

Dear Lloyd,
I must put the proverbial pen to paper to preach your praises. Your periodical pulp publication, ZZAP! is the most profoundly perfect paper possible, for not only do we have your perceptive piquant yet pertinent prose to please us, also, ZZAP! is positively packed with pretty piccies. Whereas other publishers' pathetic packages are padded out with preposterous, poncy piffle, ZZAP! persists in packing a punch.

On each page, every paragraph is par excellence; each poke should be priviliged with a prestigious prize; each program preview is precise and to the point.

I promise to prevail in purchasing this powerful product — this premium pamphlet — probably the pride of the press, provided that you tell that pipsqueak Penn to push off! He's a prat who should be punished by poisoning, or get pox on the posterior, or a pickaxe in the pelvis. His puggish, puke provoking face, publicly pouting pertly is like a pumpkin on halloween!

If you persist in publishing the picture of this pugnacious puck, I will have to start puffing pot! This aside, print ZZAP! perpetually. I hate to ponder my plight without it.

Prof Percy Pembrington-Poncenbury Pimms, Clayton, Newcastle

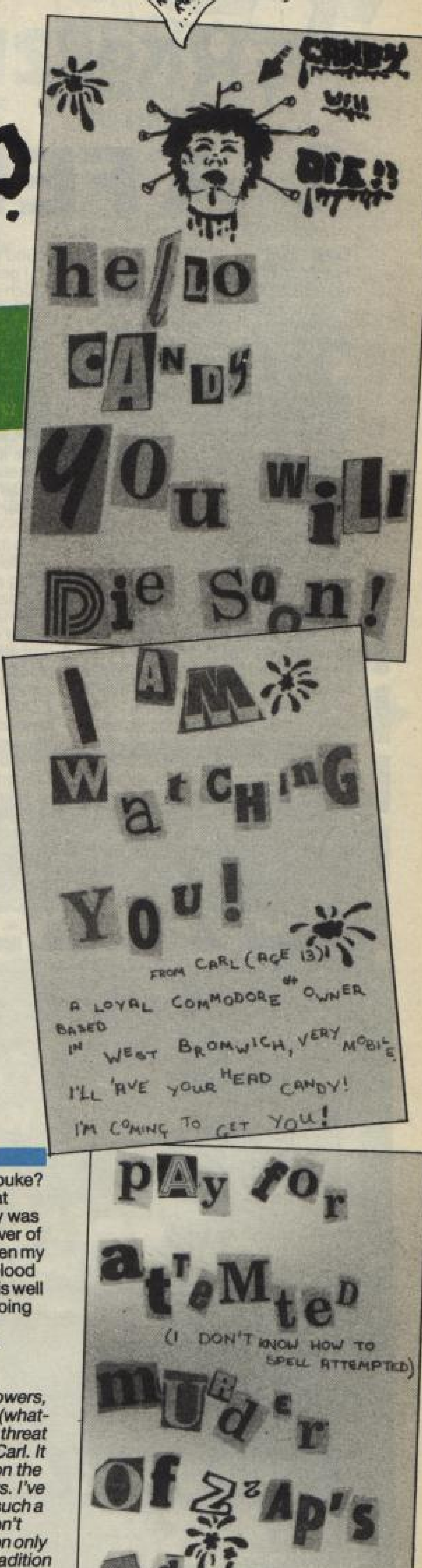
I like that . . . 'publicly pouting pertly . . . ' However, before I get thumped by Penn, I really feel I ought to say that he can smile, and does smile quite often. He's even been know to guffaw occasionally. You mustn't think of him as a killjoy just because he takes his job seriously and because he hasn't been able to persuade Oli Frey to redraw the earlier pictures where his expression has more to do with the understandable bewilderment of finding himself in Yeovil . . .
LM

COOL CARL

Dear ZZAP!
Just putting biro to paper to say you have a brilliant mag. I'm not really a pervert, but when I saw that the imbecile Candy tried to kill Adam . . . Well, I lost control of myself and started cutting up newspaper. Anyway, pass this perverted piece of junk onto the peabrained Candy and scare the living daylights out of him (I hope it works — I spent a lot of time and trouble doing it).

But, this is not the end of things. I am obssessed with the Scorelord! He is a really cool dude man, and he's got some really nice lines. Perhaps he should produce the mag? I also enclose an advert for Mr Rignall. I think he should advertise himself, so I've given him an idea, the RIG-MO! One more question, why has Gary Penn got such a big slap-head? And why does Liddon stick his fingers down his throat and make himself puke? Or is it the tea he makes, that forces him to do it? And why was Rignall half naked on the cover of ZZAP! 12? What a poser! When my granny saw it she got high blood pressure and fainted, but all is well now, she's sitting at home doing her knitting.
Carl the cool Commodore owner.

Candy's no longer with the Towers, he's off doing his own thing (whatever that is), so maybe your threat really frightened him away, Carl. It wasn't really Julian Rignall on the cover, whatever anyone says. I've no idea why Gary Penn has such a big slap-head, because I don't know what one is, and Liddon only follows the time honoured tradition first developed by the Romans so they could carry on eating all night without putting on weight. Right?
LM



ZZAP! RRAP

? A FEW IDEAS ?

Dear Lloyd,
Firstly, may I offer my congratulations to ZZAP! 64, Britain's number 1 Commodore magazine(!) for an excellent first year. I rely a great deal on your reviews.

I was glad to see Jeff partaking in the ZZAP! challenges, and the Minter diary seems a great idea. OK, one or two suggestions now. Is it possible to have reviews of compilation tapes in ZZAP!? I can't always remember what games on compilation tapes are about, or whether they are any good — and I'm sure I'm not alone. Also, something I'd like to see from time to time in the magazine would be articles by guest reviewers — top programmers, the heads of leading software houses (though they shouldn't be allowed to review their own games!), and so on. Perhaps a female reviewer should be an idea? I think it was JS Mill who commented that, in the absence of females, you exclude half of life's experiences!

Enough said on that, methinks! I wonder if it would be possible for reviews to indicate how immediately playable games are? I realise you have a 'hookability' rating, but I don't feel that this quite indicates immediate playability. Most of my computer gaming takes place when I have friends round for an afternoon or evening, so I generally try to buy games which someone who has not played the game before can easily join in and enjoy. Anyway, it would be interesting to see what other readers think of my suggestions.

Well, fortunately I've only one major criticism to make. Please, please get rid of (or at least change) the 'Shadow Spiel' column. It really is most awful, and sometimes rather childish. It also makes finding information much harder than the News Flash column — I'm almost tempted to think its being used as padding.

One final plea — please stick to being a games reviewing magazine. I wouldn't like to see more utility and hardware reviews, or any expansion of the compunet and art gallery sections, and please NO listings (ugh!). Perhaps a good idea would be to produce a ZZAP! Special Edition, containing reviews of Disk drives, Joysticks, Modems and various utilities. Maybe in the Autumn, in time for Christmas?

I'd just like to ask a couple of questions as well — will games currently available for the Commodore 64 on disk only be available on cassette for the Commodore 128; and is it possible to buy a Commodore 128 without accessories, and then use the cassette recorder and transformer currently used for the 64?

Well, that's all for now, at least. Sorry the letter is so long. All the best for the future.
Roy S Hillman, Orpington, Kent

Technical answers first — the likelihood of disk only games on the 64 being converted to cassette for the 128, seems low. The Commodore 128 is available without the accessories, although I think you'll have a job finding one now as most shops seem to have the starter pack, and besides, they're very nearly the same price. You should certainly not swap transformers as it may damage the computer. The cassette deck, however, is compatible.

How immediately playable a game is seems to depend so much on individual taste and ability that I'm not sure it's that easy for us to assess such a quality in any meaningful way (like, wow, you know what I mean, man)? I doubt whether the technically hardware-ish bits will get much bigger in the sense of 'taking over', but a lot of readers have found it interesting and useful and we must try and cater for everyone.
LM



READ ALL ABAHT IT

Dear ZZAP!
I hope you like the drawing, I thought the bloke in the *Fairlight* advert needed cheering up so I bought him a copy of ZZAP!, poor old soul. Is **The Shadow** really a GIRL?, now there's a sobering thought, just Imagine the ZZAP! headlines 'SHADOWSPIEL IS A GIRL' or 'GIRLY SHADOW TAKES ZZAP! BY A STORM' or even 'SHADOW CAUGHT IN LADIES LAVS AT ZZAP! TOWERS'.

Anyway enough of this, I've a problem, don't laugh you don't know what it is yet, I can't find any reliable shops apart from one (which shall remain nameless) that sells games that actually work on my computer. Many a time I have taken several bus journeys back and forth with faulty software. Is it my C2N? may you ask, NO there's nothing wrong with it. I've had it checked checked and double-checked by the shop where I bought it, so what's up, I am really bored and beginning to wonder whether I made a mistake by buying a Commodore. PLEASE PLEASE PLEASE if you know anyone, anyone who can supply me with decent software let me know, I'm on the verge of suicide . . .
Michael Crosby (14), Leigh-On-Sea, Essex

That sounds real sad, Michael. Just hang on in there. If you're really having a serious problem loading software, then perhaps it's the computer that's at fault and you should have that checked instead of your blameless C2N.

Garies Penn/Liddon (authorities on the subject) tell me ***The Shadow*** *(may his name go in bold) would never be caught anywhere with his pants down.*
LM

WHY, WHY, WHY?

Dear ZZAP!
Why is there such an obsession for segregation in the Rrap? Why do so many people make comments like 'Why don't you publish Northerners letters?' and 'Why so many Aussie letters?' Does it matter where the letter comes from? I would think that it's what the writer has to say that's important. Then there's all the guff about 'Commodore is best!'

I find this all very disturbing and I would like to urge everyone to start behaving like the sentient beings humans are supposed to be. (Ooops! Never mind). It's feelings and comments of this kind that lead to prejudice. Imagine the football violence of today as the computer or living place violence of tomorrow. That may seem silly or maybe even hilarious, but did people believe in football hooliganism twenty years ago? Did they think that a mere game could cause violence and even death? Wouldn't it be best to just abandon such statements of bias or superiority?

Now for something less serious; *Paradroid* does have said bugs. LM ought to stop shouting people down like Sir (?) Robin Day. Lucasfilm games are ingenious and very pretty, but after several games — YAWN! — I have listed the basic game play elements.
Rescue on Fractalus: Fly around a bit, dodging nasties, land, pick up man/zap alien, take off. Fly around a bit, dodging nasties . . .
Koronis Rift: Drive around a bit, dodging nasties, loot hulk. Drive around a bit, dodging nasties . . . .
Eidolon: Move around a bit, dodging nasties, take crystal/fire-ball. Move around a bit, dodging nasties . . .
ballblazer: Isn't worth mentioning. 'Nuff said?

Lastly, how about more pics like that of the delicious Claire Hirsch? And why do people sign off with such silly names?
Danger Mouse, alias Robert 'I'm not at all boring or pompous and I'm not a bit sexist or perverted but I'm a nice interesting intelligent person who would like a good steady relationship with a good looking female games Addict' Stevens, Exeter, Devon

Just for the record, may I say that I have NEVER shouted down Sir (?) Robin Day. I would never be so rude. Why? I don't know why, it's just the sort of guy I am. Why doesn't the sun shine much in Ludlow? I don't know why, all I know is it should (but then Gary Liddon closes the curtains so the sun doesn't give his monitor a tan). Are Aussies more upside down in their thinking than Northerners, and if they are, does it help them move around a bit dodging nasties, and if they can, should we care? I don't know. Why do I sound like Dim Dim, the ineluctably rubber fish of stupidity?
LM



SEEMS LIKE A NICE GIRL

Dear ZZAP!
You probably won't print this but please take note of us. I am writing in reply to a letter in your May issue, where a person called, 'Percy the Pervert' wrote in, on the subject of women in ZZAP! I can't agree more, women are just what ZZAP! need, to add a bit of spice to it, especially if they are pictures of Claire Hirsch, she's nice!

If you won't print any more pictures of Claire, maybe you will send a couple to me, or maybe even a free game . . .
Lee Hickin, Sambourne, Warwickshire

You mean to say that you equate Claire Hirsch with a free game? Shame on you, Lee. You may get more replays on the game, but I'm told Claire is far more addictive . . .
LM

FRAUDULENT COMPS?

Dear ZZAP!
Recently in ZZAP! I discovered that when prizes are being given away by a company then the game itself in that issue of ZZAP! gets a remarkable review. Does this mean that if someone sends a dozen games in for a competition then that game is named a ZZAP! 64 Gold Medal. Are you that desperate for games for competitions?

Some recent examples of this 'fraud' are *Mercenary*, *Bounder* and *The Eidolon*. If this is the case then I feel very sorry for you and I will start an appeal for the ZZAP! Competition Fund.
Mike Birkett, Bramhope, Leeds

To quote Mr Liddon, what a load of pish, if not piffle and drivel. Friday the 13th *also had a competition,* Red Arrows, Rocky Horror Show, Roland's Rat Race, Confuzion, Graham Gooch's Test Cricket *all had competitions, to name a few. Check out their reviews and make sure of your facts aren't flimsy before flinging silly accusations around.*
LM

DEGRADING!

Dear Lloyd,
Being one of your female minority who read your mag I feel I should speak out against 'Percy the Pervert'. It was degrading and sexist. I feel such rubbish should be kept to the pages of the 'SUN' (which no doubt Percy the Pervert reads) and not on the pages of this software mag.

As your male readers have had this opportunity of seeing a woman appearing in your mag, could we please, grovel, slob, lick your boots! have a large pull out poster of Julian Rignall as all my friends and I rave over him.

My friends and I have formed the persecute a pervert organisation, and for a small donation of £10 you will receive a badge and a yearly mag, so join us now and fight for women's rights.
Lubna Bhatti, Twickenham, Middlesex

To defend by own probity (and no, it doesn't mean I'm an adolescent — look it up in Lloyd Mangram's Long Word Dictionary) — where was I, yes, probity — I should say that Percy the Pervert's letter, like so many of its kind, hangs its own writer more effectively than I could from the Ludlow gibbet. Meanwhile, it's all very well of you going on about sexism while you're drooling over Julian Rignall whose poster probably isn't big enough to pull out. Still, if Penn the Poser can do it in a Micky Mouse nightie, I've no doubt someone might persuade Jaz to have a go . . .
LM

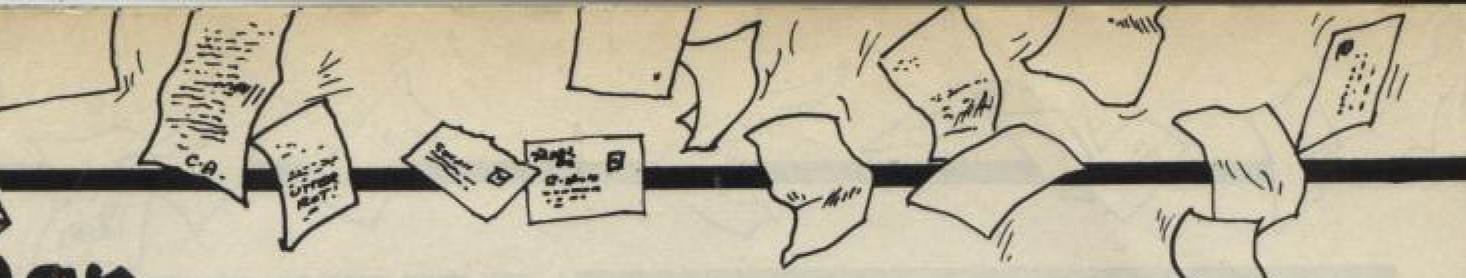
HOW COME?

Dear ZZAP!
I have to complain about the scores in your magazine, for I have recently noticed that the high score for *Commando* is 13,755,100. So I thought I would try to better it.

As I broke the 1 million mark it went back to ZERO so please can you tell me how he came to obtain a high score?

I enjoy your magazine very much, so please do not be offended by this letter.
Darren Higgs, Nantwich, Cheshire

Yes, that seems a bit unlikely, doesn't it? Perhaps the Scorelord in his infinite mis-wisdom mis-read it and it should have been a paltry 13,755?
LM



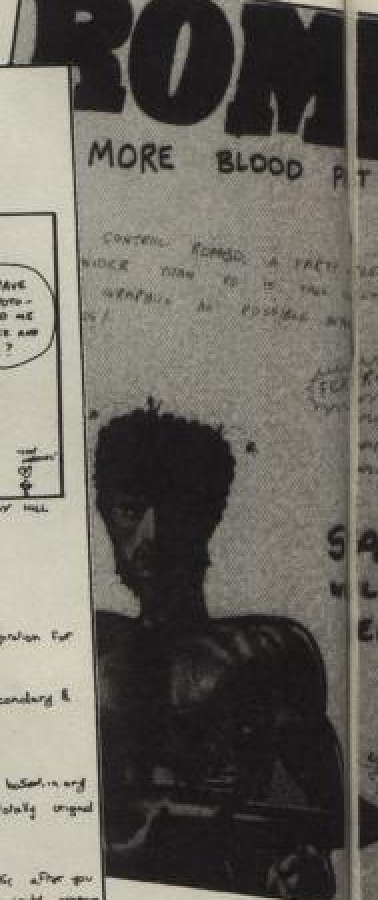
PLAYING FOOTSIE



Dear Lloyd,
I am an enthusiastic reader of your mag. After reading your review of *Uridium* I bought the game and I am happy to say it is even better than your review said. Unfortunately I can't get past level 13 so for a change I decided to try playing with my feet and have managed to reach level 6. Does anyone at ZZAP! play games with their feet?
Gordon Strathlee, Kirkhill, Glasgow

Gaz Penn played Eidolon *with his feet (although only his right big toe for the Space Bar) and similarly for the Smart Bomb on* Guardian. *However, the practice is banned in the office for very obvious reasons, who would want Rignallian and Liddonian pinkies waving all over the place when you're trying to concentrate on the wafting perfume of Ludlow's bursting blooms in June?*
LM

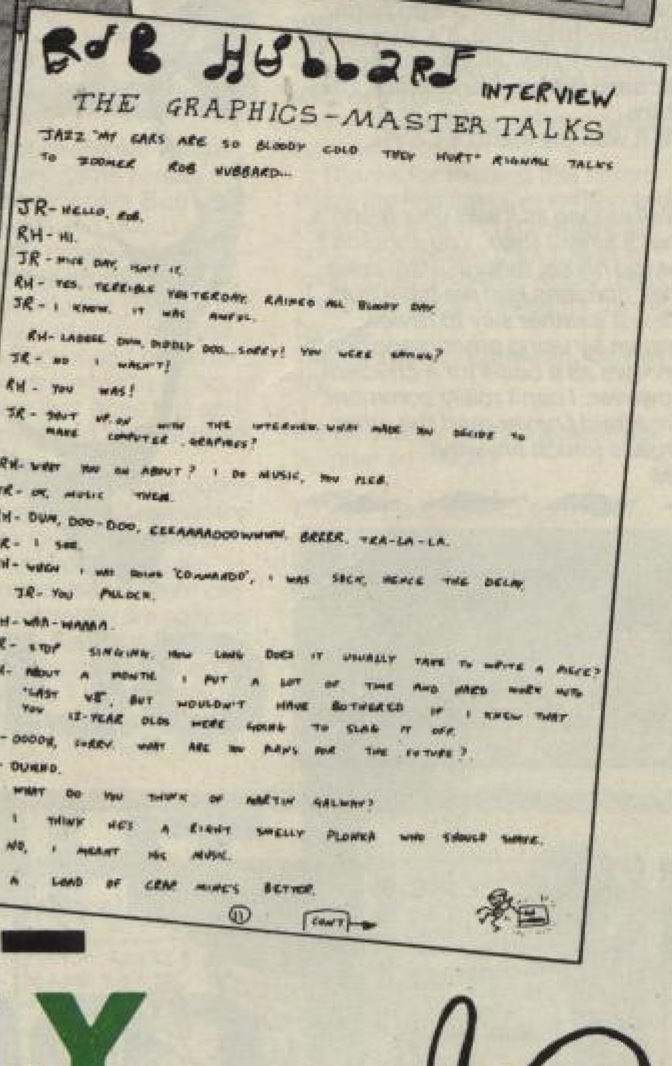











ROB HUBBARD INTERVIEW

THE GRAPHICS-MASTER TALKS

JAZZ "MY EARS ARE SO BLOODY COLD THEY HURT" RIGNALL TALKS TO ZOOMER ROB HUBBARD...

JR- HELLO, ROB.

RH- HI.

JR- NICE DAY, ISN'T IT.

RH- YES. TERRIBLE YESTERDAY. RAINED ALL BLOODY DAY.

JR- I KNOW. IT WAS AWFUL.

RH- LADEEE DUM, DIDDLY DOO... SORRY! YOU WERE SAYING?

JR- NO I WASN'T!

RH- YOU WAS!

JR- SHUT UP. ON WITH THE INTERVIEW. WHAT MADE YOU DECIDE TO MAKE COMPUTER GRAPHICS?

RH- WHAT YOU ON ABOUT? I DO MUSIC, YOU PLEB.

JR- OK, MUSIC THEN.

RH- DUM, DOO-DOO, EEEAAAAOOOWWWW. BRRRR. TRA-LA-LA.

JR- I SEE.

RH- WHEN I WAS DOING 'COMMANDO', I WAS SICK, HENCE THE DELAY.

JR- YOU PILLOCK.

RH- WAA-WAAAA.

JR- STOP SINGING. HOW LONG DOES IT USUALLY TAKE TO WRITE A PIECE?

RH- ABOUT A MONTH. I PUT A LOT OF TIME AND HARD WORK INTO 'LAST V8', BUT WOULDN'T HAVE BOTHERED IF I KNEW THAT YOU 12-YEAR OLDS WERE GOING TO SLAG IT OFF.

JR- OOOOH, SORRY. WHAT ARE YOUR PLANS FOR THE FUTURE?

RH- DUNNO.

JR- WHAT DO YOU THINK OF MARTIN GALWAY?

RH- I THINK HE'S A RIGHT SMELLY PLONKER WHO SHOULD SHAVE.

JR- NO, I MEANT HIS MUSIC.

RH- A LOAD OF CRAP. MINE'S BETTER.

(11) CONT

We received this little item from RICK JONES and EDWARD WILSON (with a little help from (TIM PRESTON, who hates Gary Penn). Quite a few pages from ZZOP! 64, their version of another well known Commodore computer mag, are unprintable, but we thought it was worth giving some of the less dubious ones an airing!

GRIBBLY GROBBLY GROVEL



Dear Lloyd,
I'd just like to say thanks for a great mag, but I have one gripe — The confrontation between 'Mega-ego' Rockford and Bouncy Thing in the margins. Why can't you get rid of 'em both and introduce something with style, wit and character, ie Gribbly Grobbly.

Anyway now I've got that over with, I've just got a few questions. **(1)** Are the rumours in CCI *true about the sighting of Gary Penn wandering around Ludlow in a nightie?* **(2)** *Have the ZZAP! mob become so big headed that their heads have grown out of the grey boxes, as in the Law of the West* Review, issue 12, p22? **(3)** Why are there more competitions in CRASH than ZZAP!? **(4)** Will the Arcade Machine 'Peter Packrat' be translated for the 64? **(5)** Is Dim Dim the rubber fish of stupidity really Gary Liddon, and if not, are they related?

Still, keep up the good work, and best wishes for the rest of 86.

David Edwards, East Streetly, W Midlands

PS Many moons ago, I went and bought *Brian Bloodaxe*, could I have a free game as consolation?

As you can imagine, Rockford is deeply upset by your letter and Thing has a thing or two to say about it as well. Right, the answers ***(1)*** *Sadly, yes, all too true.* ***(2)*** *Sadly, yes, all too true (well not quite, who said they have* GROWN *big-headed?* ***(3)*** *The comps minion lives in the CRASH broom cupboard.* ***(4)*** *Seems quite likely.* ***(5)*** *Dim Dim is Gary Liddon's pet, and you know what they say about pets and their owners . . .*
PS *No you can't . . .*
LM

A LITTLE COMPUTER PERSON WRITES . . .

Dear Lloyd,
My name is Francis and I am a Little Computer Person. There are a few small points that must be made about us. The reason that all us LCP's are such brillo (not a well known scouring pad, but meaning a Gary Liddon No. 5) pianists, is we all must pass the LCPCPPE (Little Computer Person's Complete Piano Players Exam).

When I have been reading my BWP's (Big World Person) mag, called !PAZZ, yes I know its wrong, but have you ever tried reading a magazine which a BWP just does not realise that even amazing dancers, letter writers etc can't read upside down?

By the way Gaz 'Anti-LCP' Penn, was granted a free pardon, his terrible crime was forgiven and by a unanimous decision, he was acquitted at a recent meeting of the National LCP Law Courts. He was therefore saved from a devastating attack from the LCP's Rambo Appreciation Society. However he has lost much of his popularity amongst our ranks.

It has never been mentioned, but LCD (Little Computer Dogs) are a large part of our lives, for if a negligent BWP has forgotten to feed us, the lack of Pedigree Chum shows first, and causes a quick emergency snack.



There we are then, your first LCP letter in !PAZZ, I bet you a whole day's food supply it isn't the last.
Francis, Billericay, Essex

THIS IS FRANCIS' OWNER, KEVIN KNIBBS, WHO FOUND THIS LETTER LEFT ON THE TYPEWRITER IN FRANCIS' HOUSE. REMEMBER ALL YOU LCP OWNERS, PUT YOUR ZZAP! UPSIDE DOWN SO ALL THOSE LCPS CAN READ BRITAIN'S BRIGHTEST COMMODORE GAMES MAG.

It's a thought, I suppose. Any more LCPs wish to comment?
LM



ZZAP! RRAP

OUTRAGED IN ALTRINCHAM

Dear LM, (and ZZAP!)
I know my letter's late and you've probably got 100's of letters on this subject, (you could always print it next brill ish) but I have just been jolted goggled-eyed from my TV by a very (or so I think) serious matter. Yes you've guessed it's to do with (I can't bring myself to say it)! *Computer & Video Games*.

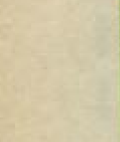
They printed some criticising points about ZZAP! in their *Bounder* review. Getting to the point they said something about how ZZAP!!! overated *Bounder*! We're all allowed to have our opinions, but not in *C&VG*'s sad case. They probably have to buy ZZAP! to see how to review them. About your mag after all that (cont on page whatever) moaning, it's absolutely brill and I follow all your advice.

Richard Gibbs, Altrincham, Cheshire

PS It was my friend's C&VG.

Well as long as it was your friend's, that's alright then. You shouldn't be too harsh, though, they have their opinions and we have ours. I think it's rather silly to review games by using other magazine's reviews as a basis for a criticism however. I can't really comment. I'm afraid I never read the other organs (much anyway).
LM





A FISHY TALE

Dear Lloyd,
Zombard the droopy-bottomed pee-pee monster was talking to **The Shadow**'s Dim-Dim, the rubber fish of stupidity (he's stupid) the other day, and whilst discussing the legendary prose and poetry of kooky Joe the one-eyed hairbrush, Dim-Dim started to whistle the ear-grating 'music' of the Spectrum's *Manic Miner*. Zombard blinked twice and after juggling semi-boiled potatoes and eyeing the fish suspiciously, he called upon the great god Mandrake, the inhuman octopus, to send down a single bolt of lightning to the very same spot where Dim-Dim was standing! That evening, under the orangey purple light of the seven moons of the bedrangled planet, the droop-bottomed pee-pee monster had roasted fish for tea.

MORAL: Never whistle Spectrum 'Music' in the presence of any Commodore owner unless you are a stupid fish who likes to face the wrath of more intelligent megabeings!

Arif The Great, Crawley, West Sussex

What on earth are you on, Arif, and if so, can I have some too, please? I've always had a yen to run a slim, yellow-coloured literary mag that no-one in their right minds would fork out £1 a month for (and would do nothing well but lose money), but I had no idea when I was put onto this that ZZAP! might be it!
LM



OLI ON THE COUCH

Picture by A.Kerrigan

Dear Lloyd,
I didn't really want to say anything, but I felt you must be warned. I have been doing some psychological research, regarding that genius named Oliver (I like to draw nude women) Frey, and here are my findings . . .

A structural study of his drawings concludes that he is obsessed with death and sex. I feel it started when he was just a young boy, living in Switzerland, where he was a deprived child, who was born at the age of 16. He was always deeply jealous of his brother, the one that got all the attention when he was young, and this is where all Oli's troubles started.

Even when they were kids, he made his brother do all the daredevil acts in the films they made, just hoping for the inevitable to happen. This is where the drawings of brutal killings and death come into place, and the drawings of monsters representing Franco. I feel I must warn Franco (Oli's brother) to watch himself whenever Oli is around.

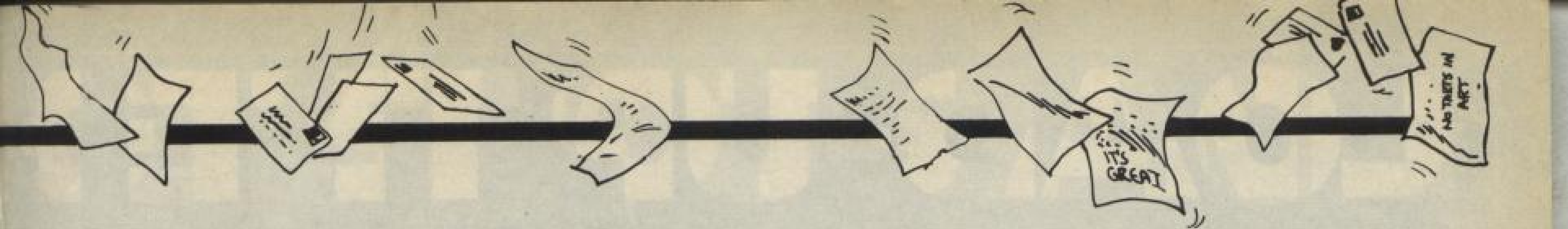
Now we come to the frolicative (my Countdown dictionary) drawings. The girls around the office, ie Claire, Alison, etc, had better watch out whenever the genius is around, as nasty things could happen (I dare not say what!)

In fact, not only the girls are in danger, as you have probably seen for yourself, it isn't only scantily dressed women he now draws. Just watch yourself!

Thank you for listening. Oliver Frey's Pet Person's psychiatrist. Hey! Get away from me! Take that white jacket away . . . AAAAGH!

A Kerrigan, Castlederg, County Tyrone

Well Dr Kerrigan, this seems to be a remarkably perceptive study you have undertaken, and I think the only item I would take exception to is the phrase, 'where he was a deprived child . . . ' Surely that should have read, 'depraved child'?
LM



WELL WICKED QUESTIONS

Dear ZZAP!
I have long been a devoted reader of your 'Well Wicked' (To quote Mr Penn) Commodore 64 magazine, and after finally succumbing to temptation I have decided to pick up a typewriter, and ask a few crucial questions:
1 Who wrote the music that is grated out of my telly's speakers as *Mercenary* is being loaded? Whoever is responsible for this atrocity ought to be forced to play *Cops'n'Robbers*. Why don't the ZZAP! team compile a 'Bottom Ten' of all the worst music available on the C64 (another strong contender in my opinion is the music from Mastertronic's *Captive*)
2 Could you please tell me the approximate ages of the ZZAP! reviewing team, are they as young as they look, or is a diet of Tea and nuts the secret of eternal youth?
3 My *Mercenary* game seems to have a very unfortunate Bug whenever I get over 1,000,000 credits it suddenly crashes. Has anyone else had this problem, it also crashes if I go into the Radio room with the aerial and try to rent the Hertz spaceship when I have not the financial resources to do so. Is it just my copy that does this and can I get it swapped for a Bugless copy?
4 Why did Gazza Penn and Lounge Liddon wear silly sunglasses in the ZZAP! Challenge, do they wear them all the time or is it a futile attempt to improve their zero credibility with that sadly rare species 'ZZAPreaderus Feminus'?
5 Where did Riggers get his cool black boots from? Incidentally did you know that there is a J Rignall who plays rugby for the England under 19 team, is this the same person I ask?
6 Please, Please, Please give me Claire Hirsch's phone number, as I have fallen madly in love with that scrumptious little wench.
7 On the *Ark Pandora* review of last ish, JR's and GP's faces didn't really seem to fit their particular comments on the game, was this another muck-up by those Tarts in the Arts Department or is it due to a lack of a good range of facial expressions? Incidentally I think a few new pictures of the reviewing team would go down very nicely with everyone.
8 Why doesn't Gazza Penn get his hair cut?
Thanks for reading this letter, this is the first time I've written and hopefully it won't be the last, so could you please print this or at least some of it, as it would really cheer me up as I revise for my A-Levels.
Bazza Taylor, Earlsdon, Coventry

PS Why does everyone like Paul Sumner so much?

Blimey, Baz, strike a light (and other Amstradian epithets), you don't half ask a lot of questions! I'll do my cringingly pitiful best to answer them before flying off up the hill on my bike, hermes strapped to my back, for another session weeding the cottage garden (the lemon verbaena is coming along nicely at the moment).
1 *That isn't music, that's the Novaload you're hearing. Paul Woakes gets turned on by hearing it.* ***2*** *Jeff Minter thought they were 12, but in fact it's about 19, nuts an' all.* ***3*** *Sounds like you have a unique copy of* Mercenary. ***4*** *Sunglasses just became all the rage for a month, you know what it's like with a bunch of 12-year olds, they were just going through a phase . . .* ***5*** *I've no idea, they aren't Gucci, that's for sure, and Riggers wouldn't go near a rugby ball even if you offered him a gold plated jock strap.* ***6*** *It's a closely guarded secret!* ***7*** *I expect you're right really.* ***8*** *He does, it just grows quickly, literally flings itself up out of his head uncontrollably only to run into a can of hair spray. And PS, why does everybody love Paul Sumner? Damned if I know.*
LM

Okay, that's the lot for this month. How about some really serious stuff next issue? The sort of earnest letter that sends shivers up readers' spines with its intensity and adherence to truth? No? Oh well, I can but try. Send your deeply felt missives to ZZAP! RRAP, PO BOX 10, LUDLOW, SHROPSHIRE SY8 1DB, and I, none other than Lloyd Mangram, will endeavour to get them into print for you.





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R IMAGINATION!
Screen shots taken from various computer formats

POPEYE

Macmillan, £7.95 cass, joystick or keys (redefinable)

There's only one thing that Popeye loves more than spinach, and that's Olive Oyl (though Heaven knows why — probably because the two look and taste very similar). Unfortunately — for Popeye — Olive isn't sure whether she fancies being driven off into the sunset by a pipe smoking advert for machismo, or not. So, being the blue veined male that he is, Popeye decides to try and win her over by collecting the 25 flashing hearts scattered around town and delivering them to her door. Some of the hearts are stuck on walls and are within easy reach, while others are behind locked doors that can only be opened with the corresponding keys.

However, it is a well known fact that true love never runs smooth — a hulking great brute by the name of Bluto has also got the hots for the lissom femme fatale and doesn't take too kindly to the sailorman's galavanting. To make matters worse there are several other nasty creatures about town, such as a fire breathing dragon who roasts Popeye on sight, a large blue bee that patrols the top of the local lighthouse, and the Hag and her evil bird.

Popeye's venture in love begins outside Olive Oyl's house and it is here that the hearts must be deposited. The locations flip from one to the next and although they are flat, characters can move in and out of the screen. This means that it is possible for Popeye to walk behind the scenery, and to pass Bluto and certain other characters without getting biffed. Whenever they meet, Bluto knocks Popeye senseless and it takes a tin of spinach to revive him. Only one tin is provided at the start of the game, so others must be picked up along the way. Any objects in Popeye's possession are shown to the right of the playing area, but as strong as Popeye is, he can't carry more than eight objects at once.

To the far right of the screen there is a love meter, which slowly ticks down as Olive's love for Popeye diminishes. If this reaches zero then the game is over.



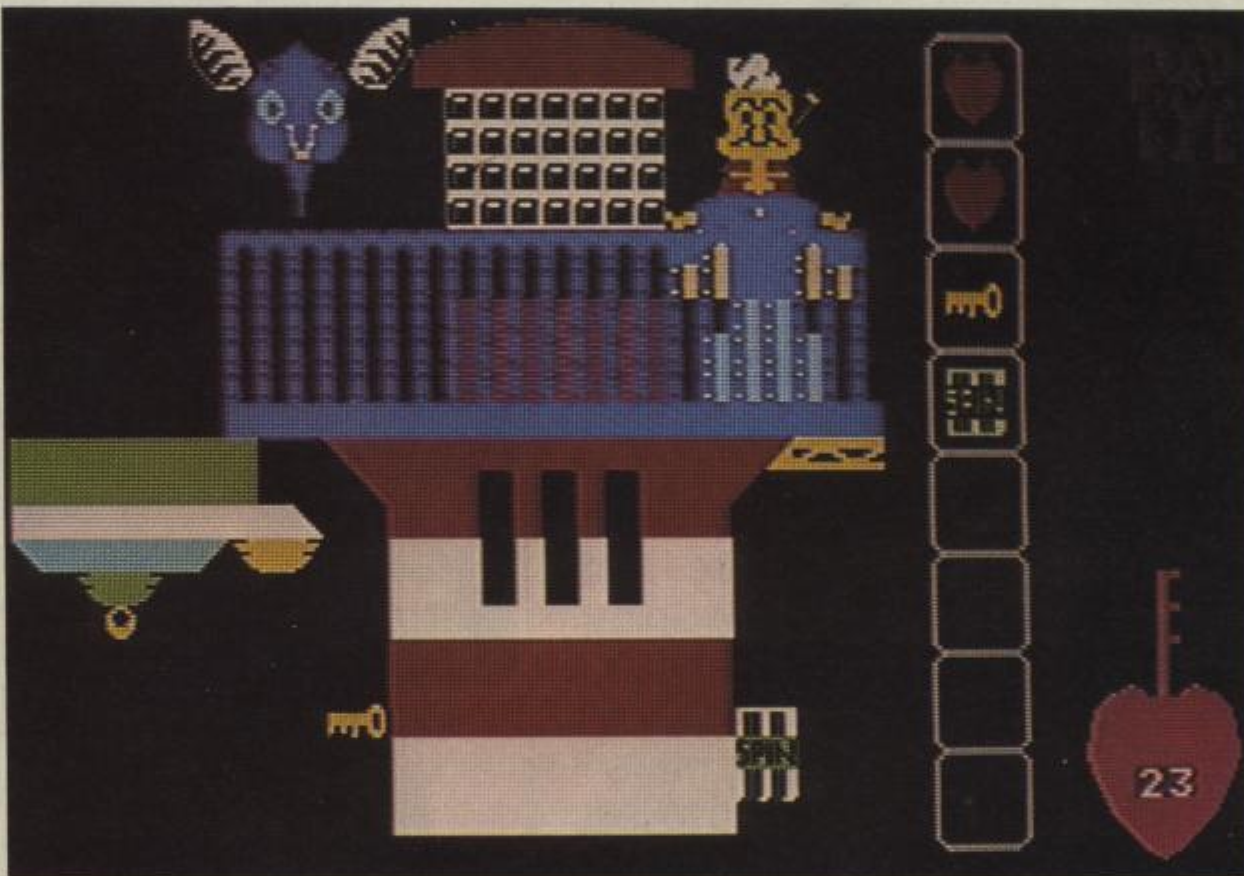
This is a really jolly game containing some of the largest, fully animated characters I've ever seen on the 64. The backgrounds are colourful and Popeye and 'friends' are all very nicely animated and add great character to the game, which although having a simple scenario (a collect em up), is fun to play with some quite tricky problems to solve. Popeye *is a fun game and a nicely priced one at that.*



Popeye *is perhaps a little too simple in the gameplay department, but otherwise it's very playable; it's also very pretty — the backdrops are attractive and so are the various characters, who are equally well drawn and animated. Unfortunately, the sound isn't so hot. The title screen tune is naff and the sound effects are reasonable, and both could have been better. However, these are only minor flaws, as* Popeye *is better than your average game.*

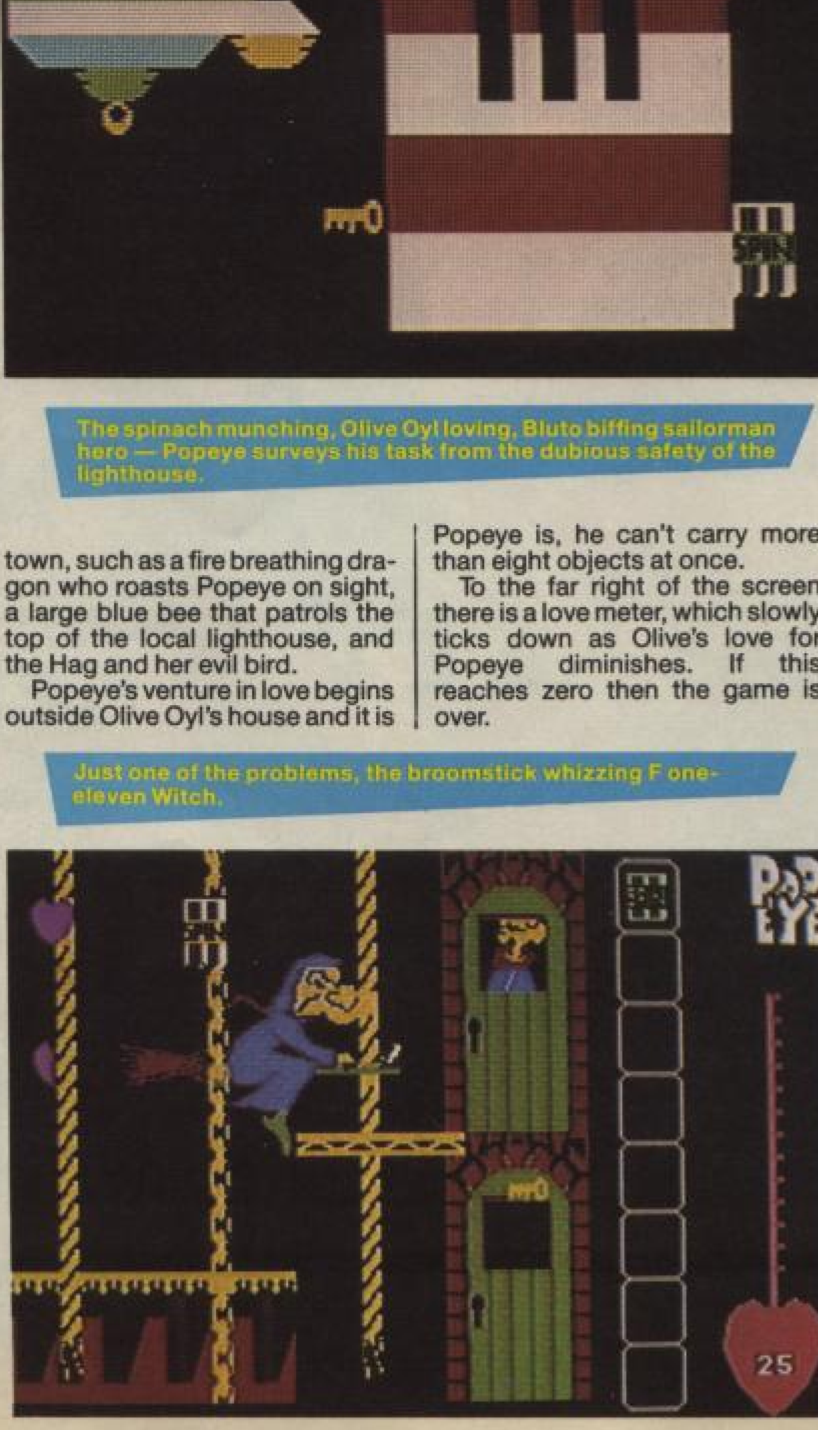


As a great fan of Popeye, *the cartoon, I was pleasantly surprised to find that the binary version of the spinach guzzling sailors' antics, isn't that bad. As games—of—the—cartoons go Popeye has to rate quite highly. Graphically the style is a bit strange and doesn't look even vaguely 64ish, probably due to its Spectrum origins. It's also quite strange, but clever, as absolutely no sprites at all are used; but as a result the game slows down somewhat when virtually the whole cast are on the screen at the same time. As for game itself — well, it's fairly good fun and playable. The puzzles are little too simple to class Popeye as a true arcade adventure, but they are fun to solve never the less.* A nice game that deserves the attention of any ardent games player.



The spinach munching, Olive Oyl loving, Bluto biffing sailorman hero — Popeye surveys his task from the dubious safety of the lighthouse.

Just one of the problems, the broomstick whizzing F one-eleven Witch.



Presentation 80%
Immediately attractive in traditional cartoon style.

Graphics 93%
Pretty backdrops and big, colourful characters which are well drawn and animated.

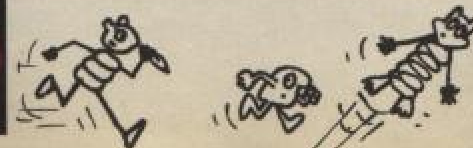
Sound 41%
Poor version of the Popeye theme tune, but the FX are OK.

Hookability 81%
Simple and enjoyable enough to get into.

Lastability 75%
Not much variety, but pleasantly playable all the same.

Value For money 76%
Sensibly priced.

Overall 78%
Nicely put together, unusual and well above average game that's more relaxing than arduous.

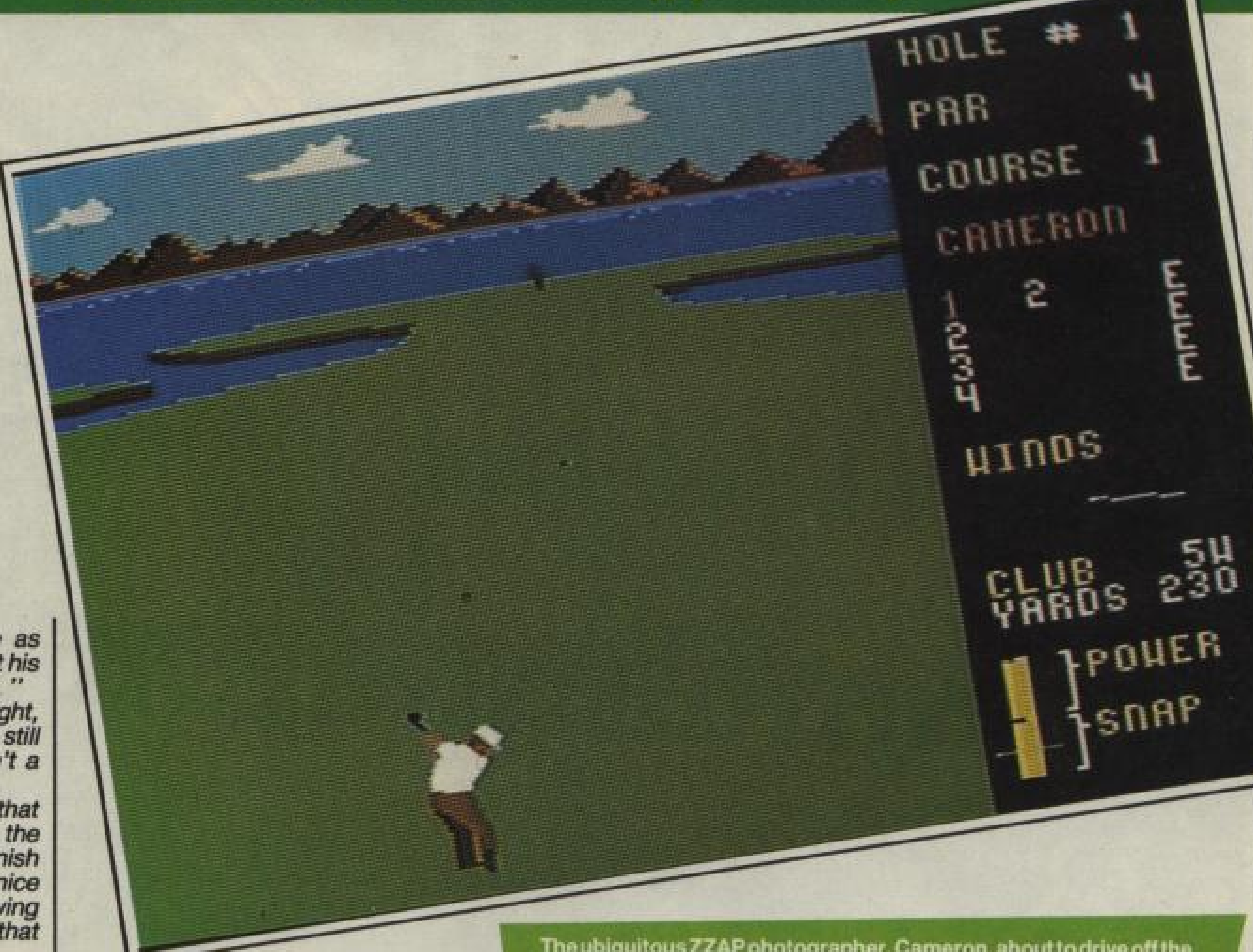


July 1986

LEADER BOARD

US Gold/Access, £9.95 cass, £14.95 disk, joystick with keys

GOLD MEDAL AWARD



The ubiquitous ZZAP photographer, Cameron, about to drive off the tee on hole 1, course 1. It's a par 4, 230 yards, so he's using maximum power on a number 5 wood club (max range 234 yards), and there are few water hazards in the way. The wind is very light and blowing across from left to right and slightly towards him. It shouldn't affect the ball much.

". . . and it looks to me as though Sevvy's taken out his trusty pitching wedge . . ."
"Er yes, Peter, I think ***you're*** *right, but I wonder if Sevvy is. That's still a fair distance and his lie isn't a happy one."*
"On the other hand, Arnold, that pitching wedge has travelled the world and brought the Spanish champion much luck . . . nice relaxed stance, good, easy swing . . . yes, I think he's happy with that —"
"Indeed, Peter, and it's looking good —"
"Oh my word — yes! Well, what do you think about that?! Straight in — an absolutely superb shot, hit the stick and dropped straight into the hole!"
"My goodness, when was the last time we saw something like that?! Well that has given Lloyd Mangrum something to think about."

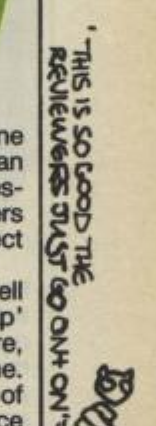
However, Lloyd Mangrum (no relation) needn't have worried — on another occasion altogether, he scored one of the most amazing holes in one ever recorded. None of which has much to do with this new golfing simulation other than the shared excitement of achieving a hole in one, for *Leader Board* actually lets up to four armchair golfers play a 3D game from the golfer's point of view in a manner realistic enough to have everyone inventing typical Peter Alliss style commentaries to accompany play.

There can't be many people who don't have some knowledge of golf, but the wryly brief introductory paragraph in the accompanying instruction booklet is as good a description as any! *Object of the game*, it says, *is to sink the ball into each hole by hitting the ball with a club the least number of times possible*. As far as it goes, that may be an accurate description, but there's a lot more to golf than that, and there's a lot more to *Leader Board*.



A selection of four different courses of varying difficulty (all of 18 holes) is on offer, based on the 'landscaped water course' notion more popular in America than in Britain. Thus there are no bunkers to contend with, but you find yourself coping with some very tricky drives over lakes, sometimes having to land on small mid-way islands in order to reach the green. Provision is made for difficulty levels by introducing effects such as wind and tightening up the accuracy required on club control during shots. When more than one player takes part, each player can select an individual skill level irrespective of what the other players choose, thus introducing the effect of 'handicaps'

What do you see on screen? Well for a start off, there's no 'map' option to show where you are, because there's no need for one. The booklet contains a map of each hole with its par and distance in traditional yards. This information is repeated on the screen, which is divided vertically into a full



IN THE CADDY BAG

Leader Board is an American program, and no self-respecting Stateside golfer would dream of perambulating round the course without a richly supportive bag of clubs. None of your municipal course six club selection here, there are no less than 14 available; woods 1, 3 and 5, irons 1 through 9, a 'pitching wedge' and the putter. Each club has its own range, and the booklet helpfully lists the minimum and maximum length in yards that each club can ideally achieve. This is useful in conjunction with the on-screen distance indicator in judging which club to select for a particular stroke. It's to be noted, too, that higher number irons tend to have a higher trajectory available and a ball landing from a more vertical angle rolls less on landing. *Leader Board* reflects this quite accurately, allowing a greater flexibility in shot positioning.

COURSE 2, HOLE 3

450 yards, Par 5

Our two golfing heroes, 'Sevvy' and 'Lloyd', battle it out over this awkward hole which places the mid-way islands at just the most awkward points. Let's see how they fare on the fairway . . .



height square on the left for the action, and a quarter strip on the right with the telltales. Here we find the hole number being played, its par and the course. Below is the score indicator. The pre-entered name of the player whose turn it is heads four lines, one for each of the players. The number of strokes taken by each player on the hole so far is shown together with how much under or over par they are. Beneath this is the wind indicator, then comes the club selection line, the distance to the flag (in yards) and finally the power and 'snap' indicator (see separate panel).

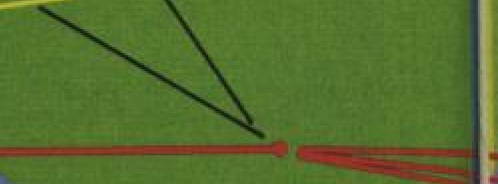
The angle of play isn't exactly from player's point of view, more from above his shoulder, showing (from the tee) the entire hole disappearing away in perspective to the green. Once a club has been selected you use the joystick to move a cursor left or right for aim and pressing fire animates the golfer. Up to a critical point the longer you hold fire, the greater the arm swing and therefore the greater the strength of the shot. You see the ball fly away, also in detailed perspective, its shadow trailing along the ground, until it lands in the distance, bouncing variously according to height of trajectory, wind strength or lie of the fairway or green. If you land in mud, water or go out of bounds, the stroke has to be retaken, losing you a point.

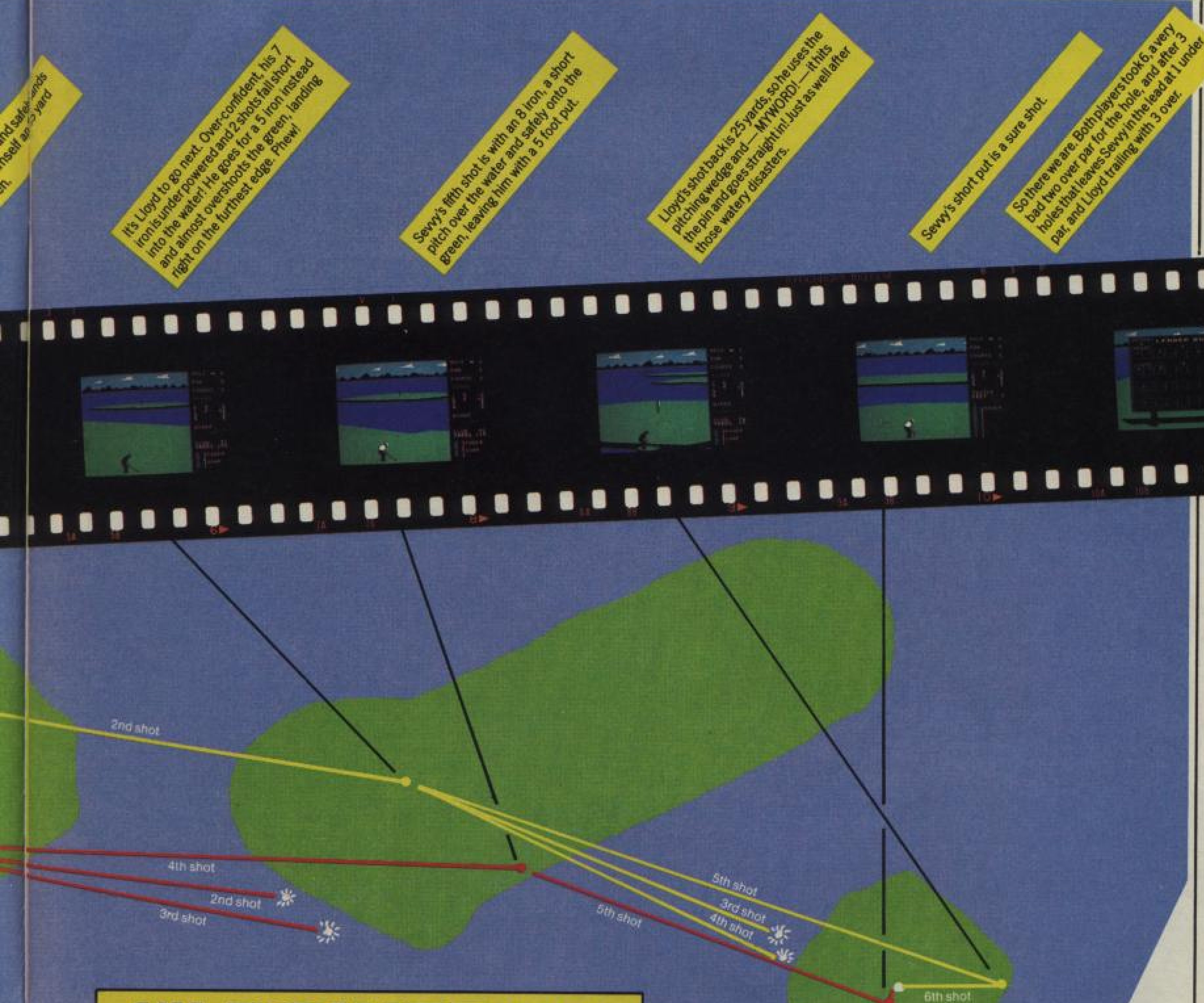
Once a stroke is completed, the screen redraws the landscape to present you with the view of the green from your new position, and the distance indicator changes to show how far from the flag (or 'pin') you now are. On the green, the putter is selected for you automatically — no taking out huge 'divots' on these pristine putting surfaces with anything as crude as a 3 iron! The distance indicator switches to feet so you can assess the strength needed for the stroke, the flag is removed and you judge the lie of the land from the slope indicator (see separate panel). In keeping with the overall realism of this simulation, putting on a bad slope causes the ball to curve quite strongly as it heads hopefully for the hole. As with drives, putting direction is cursor controlled.

DISK OR CASSETTE AND WHEN

For once, here's a sports simulation that both disk and cassette owners can enjoy equally. We reviewed the disk version and noted that no disk access was required during the game at all, at which point US Gold confirmed that the cassette version had been completed and was a single load. So the only advantage for disk owners is initial loading time. The disk package comes complete with a protection dongle which must be plugged into the cassette port before loading can take place, the cassette version does not. *Leader Board* will be released on the 4th July — suitably, American Independence Day.

After each player has holed out, the scene cuts to the leader board which shows the state of play to date. There is no option to play any hole you like, but selecting more than one course at the outset allows you to play the courses in any order, or even repeat one.

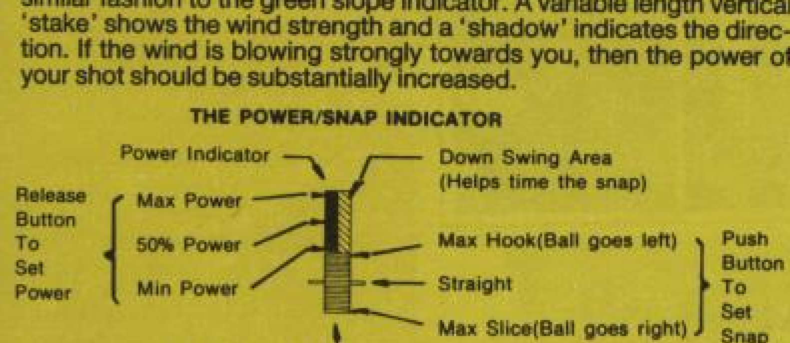




AIM, POWER AND SWING

Your shot is aimed via the direction cursor, but various influences must be taken into account depending on the chosen skill level. There are three; on the **Novice** level a shot is not affected by the wind and the stroke will not 'hook' or 'slice' (shoot off line through an inaccurate connection between club and ball). On **Amateur** level the ball may hook or slice but is not affected by the wind. **Professional** level adds wind effect to the slicing and hooking. The wind indicator works in a similar fashion to the green slope indicator. A variable length vertical 'stake' shows the wind strength and a 'shadow' indicates the direction. If the wind is blowing strongly towards you, then the power of your shot should be substantially increased.

THE POWER/SNAP INDICATOR



Apart from wind and selected direction, two other vital items affect your shot, **power** and **snap**. Power is straightforward enough. Holding down fire starts the backswing indicated on the bar graph. A line runs upwards from min backswing to the top — max power — and then runs down again (downswing). To select power required, you release the fire button.

Snap is the term that describes the wrist action at the moment of contact with the ball and controls the ball's flight. Snapping early 'hooks' the ball to the left, at the moment of contact gives a straight flight and snapping late 'slices' the ball to the right. Snapping is done by re-pressing the fire button at the desired moment as the power bar descends from the upper swing section down into the lower snap part of the bar graph. Snapping has no effect on the Novice level however.

When putting, the power indicator is slightly different, a descending line that runs through eight bars, each bar representing approximately 8 feet of putting power. Again, releasing the fire button sets the strength of the shot. Factors affecting how the ball travels are green slope and slope direction. These are indicated by a vertical stake on the green (stake height indicating amount of slope) with a 'shadow' showing the slope's direction.

TOURNAMENT ADD-ONS

If you find that you enjoy *Leader Board*, then you'll also be pleased to know that US Gold intend releasing additional **Tournament Disks** each containing 4 further courses of varying difficulty for use with *Leader Board*. Here is a good opportunity for Access to consider a full implementation of a British 'Links' style course! This sort of golf is also very popular with Americans, especially professionals, who enjoy the different challenge that links offer, gusty and changeable wind, irregular fairways and, of course, bunkers or *sand traps* as the Americans call them.



Let's face it, golf simulations have mostly been more worthy in their aims than in their execution, Nick Faldo's being the best to date. Leader Board changes that dramatically and for the first time you can play a golf simulation that approaches the real thing. I'm only surprised it has taken so long for someone to look at golf through the golfer's eyes, so to speak, rather than offer plan views. The feel you get from a shot, judging the degree of arm swing needed to send the ball on its way, and then watching its flight through the air and its shadow on the fairway, makes this not only a game of skill but also of excitement. There's a real sense of triumph when you watch the ball land just where you intended it to. The perspective views and real spatial geography of the courses are splendid. The sound, too, is tremendous because it is so spot on. I can only hope that Access and US Gold will turn their attention soon to a 'links' style British course with bunkers! Its qualities and its single and multi-player options make Leader Board *a great game for everyone.*

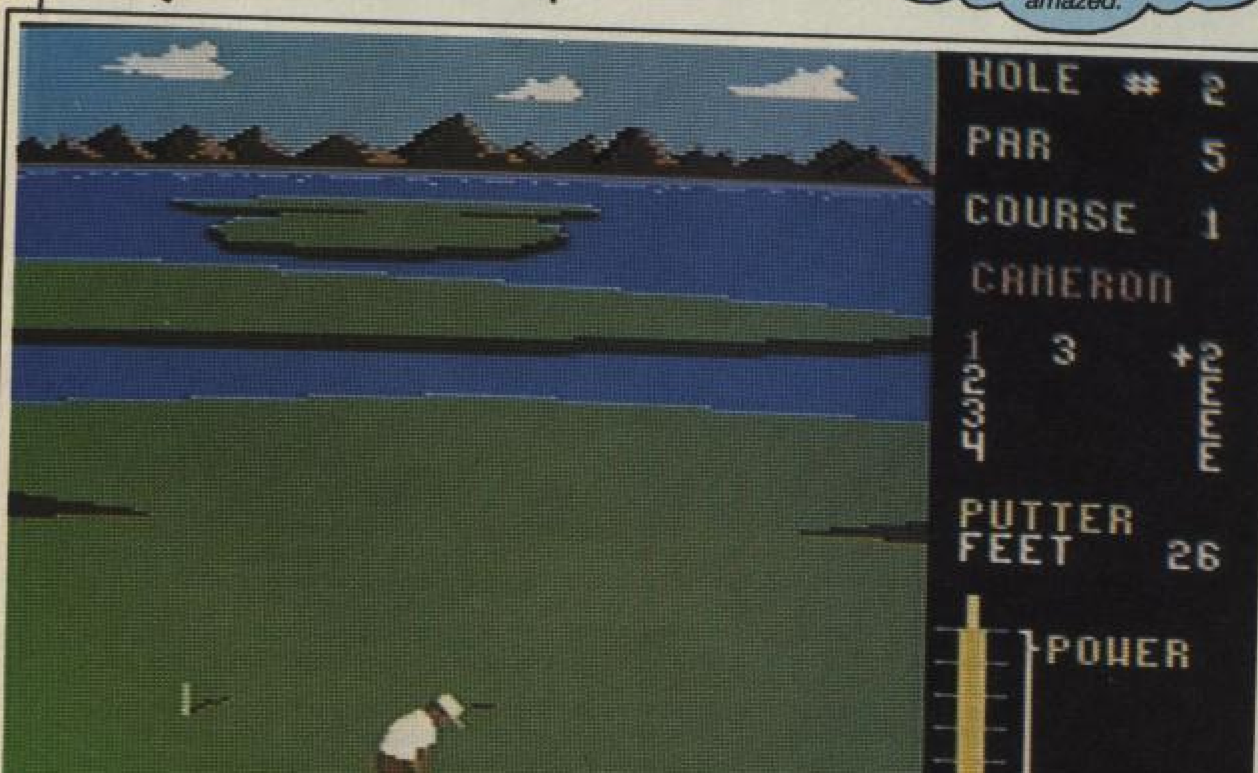


I normally associate golf with total boredom, bad American Express adverts and highly coloured, twenty-two inch bell ends, and golf games with horror. So the last thing I expected when somebody mentioned the feared words 'golf simulation' was a highly and instantly playable arcade golf game which I constantly returned to 'just for another go'. Leader Board *is incredibly easy to get into and no knowledge of golf is needed, and even if you do get stuck the informative manual helps you choose the right sort of clubs etc. Graphically the game is superb — the animation on the golfer is stunning with incredible realism. The sound is great too, no music but amazingly accurate spot FX. Even if you don't like golf look at this sports simulation of the year, you'll be amazed.*



After suffering at the hands of Ariolasoft's Golf Construction Set *I wasn't looking forward to playing another golf simulation. But I was more than pleasantly surprised by* Leader Board, *in fact I was amazed. It's not just a golf simulation on a computer — it IS golf on a computer. Unlike GCS,* Leader Board *is extremely easy to get into and use, and ultimately it's far more enjoyable to play. The way that the golfers move is very lifelike indeed, and the sound effects — such as the swish of a stroke, and the rattle of a ball in the hole — are perfect and make the game incredibly realistic to play. Quite honestly,* Leader Board *makes all other golf simulations look clumsy and antiquated in comparison. It is without doubt the sports simulation of the year, if not the decade!*





Taking a put on the green of hole two. Poor Cameron, with 26 feet to go, he's overpowered the shot, giving it the umph to travel about 40 feet — it'll probably jump the hole. The green slope indicator can be seen on the left, showing a fairly strong slope away from the golfer and breaking towards the right

Presentation 95%
Good, sensible and comprehensive documentation, plenty of useful options and it looks great on screen.

Graphics 89%
Although the backdrops are generally simple, tremendously realistic animation and perspective set the game apart visually.

Sound 88%
Despite the scarcity of sound, the rating reflects the superb accuracy of the spot FX.

Hookability 97%
Couldn't be easier to get into and everything about the game grabs you from the word go.

Lastability 96%
72 holes to play and varying difficulty levels should keep you tied to the screen for a long while. 3Leader Board1 makes computer golf really addictive for the first time.

Value For Money 96%
As cheap as two rounds at your local municipal course.

Overall 97%
A finely polished sports game likely to appeal even to those who don't consider themselves golfing fans.

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TEST

BOULDERDASH III

First Star £9.95 cass, joystick only





ZZAP!'s margin megastar, Rocky Rockford, is back in yet another chapter of the ever popular *Boulderdash* series. This time, however, our rock-pushing hero has donned a space suit and his adventures are set in the infinite voids of space rather than underground. There are a new set of nasties to confound and confuse the poor fellow and the graphics are different, but the object of the game remains the same: collect a set amount of diamonds from one of sixteen different caves and escape within a given time limit.

The playing area is roughly three screens long by two screens high and scrolls with Rockford as he moves. Each cave usually comprises four basic elements — metal plates, rocks, walls and diamonds — along with various combinations of adversaries (see separate panel). Rocky can tunnel through plates and diamonds, but he can't pass through walls or boulders and certain nasties kill him on contact.

Although the game is set in space, boulders and diamonds obey Earth's laws of gravity, ie they fall unless they are resting on something. However, boulders and diamonds don't like sitting on other boulders and diamonds, and they fall off.

If a falling boulder or diamond hits Rocky, or he runs into something nasty, he blows up and loses one of his three lives. Fortunately, a new life is awarded every 500 points. When the allotted number of diamonds have been collected the screen flashes and it's time to make tracks for the exit, a distinctive flashing square. Any remaining time is converted into a bonus and Rocky is transported to the next cave. If the time limit is exceeded, though, it costs him a life. When all of the sixteen caves have been solved the game starts again on the next of the five levels.

THE FOUR ADVERSARIES

MOUTHS

Have the same properties as the fireflies in *Boulderdash* and *Rockford's Riot*. They kill Rockford on contact, but dropping a boulder on them disposes of them and creates a square hole in the process.

EYES

Have the same properties as Butterflies and they also kill Rockford on contact. Dropping a rock on one turns it into nine sparkling diamonds.

THE MONOLITH

This menace mulitplies through ground and empty spaces. It can be touched, but it has a strange effect on Eyes and Mouths. When either comes into contact with the Monolith it explodes, but the Eyes change into nine diamonds. If the Monolith gets trapped it turns into diamonds, but should it expand to 200 squares then it changes into boulders.

MAGIC WALLS

It looks just like an ordinary piece of wall, but when a boulder or diamond is dropped onto it, it glows and makes twinkly noises for a limited period. If any boulders pass through it during this time they are turned into diamonds; however, precious jewels turn into worthless boulders if they fall through. When the magic wall stops sparkling, anything that falls into it disappears for good.

THE SIXTEEN CAVES

CAVE A: INTRO

A relatively straightforward cave where the object is to simply collect the set amount of diamonds and escape. There are a couple of tricky places where a boulder could possibly flatten Rocky, but if he's careful there shouldn't be any hassle.

CAVE B: FORT KNOX

The first of many difficult screens. Over fifty diamonds are enclosed within four sets of brick 'prisons' — how is Rockford going to get them? Well, there are six Mouths at the top of the screen which need to be guided to the correct place on the screen before dropping boulders on them and . . .

CAVE C: TRANSFORM

This screen heralds the appearance of magic walls. There aren't enough diamonds lying around the cave to allow Rocky to finish, but dropping a boulder through one of the walls generates a diamond. Ah! There is one small problem, though — the magic walls are in abundance and if a diamond accidentally falls through a second magic wall . . .



CAVE D: REUNION I

Greetings to the Monolith! There are several Eyes in this cave and since they turn into diamonds on contact with the Monolith, all you have to do is lead them to it . . . or is there more to it?

CAVE E: MAZE I

Just collect the diamonds and get out. The many Mouths scattered about this cave mean that Rockford has to be very stealthy on his travels, but otherwise this is straightforward.

CAVE F: MAZE II

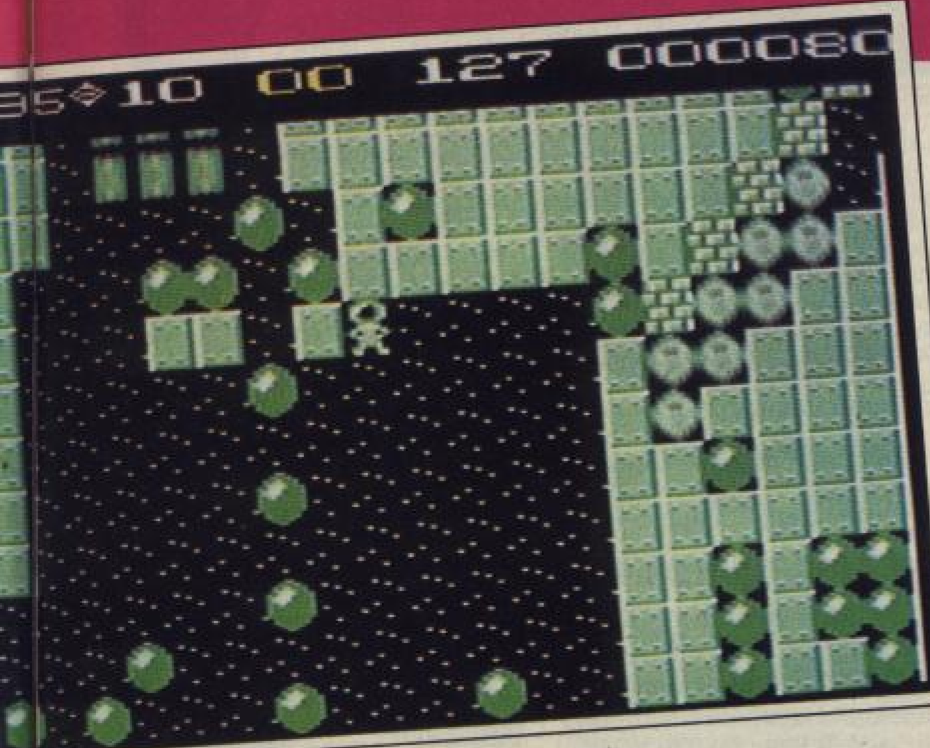
Similar to the Maze I, but there are a lot more diamonds to collect and even more Mouths to avoid . . .

CAVE G: OBSTACLE

The Monolith returns! It is swiftly cutting off Rocky's exit, so he must quickly whizz past it, grab the diamonds and get out before it grows too large to allow him to do so.

CAVE H: EASY

There are three levels of magic wall and no diamonds. Just remember the old adage 'magic walls turn rocks into diamonds and diamonds into rocks', and get to work . . . but, be careful with this cave — don't set off the wall until all the rocks have been set up sufficiently.





Yet another Boulderdash game and as with the other two the only real change is its suffix. Admittedly the graphics are different as the packaging goes out of its way to tell you (putting Metalgrafik (tm) on the inlay is a little bit strong considering it's only that old favourite bas—relief (tm)). The new screens are reasonably well designed and provide more than a fair amount of enjoyment for Boulderdash junkies, maybe even £9.95 worth of enjoyment. If First Star were to play really fair they should release a Boulderdash editor but I doubt if they will as it would cut their throats financially with regards to Boulderdash. Never mind I must admit to thoroughly enjoying Boulderdash III and would probably even cough up the tenner asked for it.

CAVE I: CAVE-IN

No nasties, but lots of linked vertical tubes filled with rocks and diamonds. If Rocky's careful and doesn't do anything silly — like waiting beneath a falling rock — he won't have too many problems in completing this cave.

CAVE J: THE GUARDS

There are only ten jewels to collect, but each is sitting at the end of a sealed tube patrolled by a Mouth. Fortunately, there is a line of boulders which can be dropped on the Mouths once they have been released.

CAVE K: GOOD LUCK

This is just about impossible! No diamonds, just a Monolith enclosed within a small brick 'prison', and a few Mouths. Blow a hole in the wall to free the Monolith, and then quickly trap it again to turn it into diamonds.

CAVE L: THE TRAP

Another tricky cave. The Monolith must be trapped before it grows too large; not easy, since the Monolith spreads at an horrendous rate.



CAVE M: REUNION II

Lots of Eyes and the Monolith. Simply get the former to meet the latter, and a multitude of diamonds are yours for the taking.

Although the graphics of the original Boulderdash are simple, they are very effective and I'm surprised (and annoyed) that First Star have changed them. Bas-relief graphics may well be the 'in' thing, but they just don't work with this sort of game. I would have welcomed a new title screen tune, but at least they have left the sound effects intact.

Most of the caves are tough to complete — although I'm sure cave A is impossible — and I enjoyed playing Boulderdash III. But it's really Boulderdash with redesigned screens, and I consider this a rip off at the price. Still, this is sufficient fodder for hungry Boulderdash players, but it really should be cheaper.



CAVE N: LIBERATOR

The Monolith is completely enclosed by Mouths on the left hand side of the cave, and on the right hand side there are loads of trapped Eyes. Now, you'd think that you have to somehow get the Eyes to the Monolith to produce diamonds, but you don't. Well, not necessarily . . .

I must admit that I thought another Boulderdash game would be a real bore, but First Star have really come up trumps with this one. The graphics have been completely revamped giving some initial confusion to even the most ardent of Boulderdash players and the screens themselves are fiendishly difficult. The appearance of a couple of new nasties would have been welcome — the ones in this game are really the old denizens with new graphics, but even so the game is horribly difficult, amazingly addictive and in my opinion the best in the Boulderdash series.



CAVE O: PERFECT

Deceptive screen this one. A magic wall and the Monolith are the only things present. Trap the Monolith and use the magic wall to get the rest of the required diamonds? Not really because you must get 95 diamonds before you can escape. A little clue though — this Monolith isn't like most of its genre.

CAVE P: THE FRONTIER

The final screen is a tricky one. The playfield is split horizontally by a magic wall and underneath that is a whole pile of Mouths. Plenty of diamonds to collect but how is Rocky going to get past all those horrible Mouths?

Graphics 73%
Effective and pretty looking bas-relief which is quite strange if you're used to the normal Boulderdash style graphics.

Sound 62%
The original Boulderdash tune makes another appearance and the usual tinkle, tinkle, boom spot FX effects are in evidence.

Hookability 93%
As with all the games in the series it's fiendishly addictive — you feel you just HAVE to solve each screen . . .

Lastability 93%
And nearly all of the screens are difficult.

Value For Money 88%
A tenner for a program which will have you puzzling and playing for weeks!

Overall 93%
If you want your hair to go grey and drop out (if you don't tear it out beforehand) then go out and buy this incredibly addictive program.



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MAX HEADROOM

Quicksilva, £9.95 cass, joystick only

Yes it's a game about *Max Headroom*, the makeup coated, computer-enhanced TV presenter whose erratic voice stutters at every available opportunity. However, this arcade adventure is based around the 'film', not the television series.

Contrary to popular belief, Max isn't real but a figment of the future's imagination, a future where television is the only growth industry, globally dominated by Network 23.

The people at Network 23 are selfish rotters and when they learned that viewers were switching from their channel to watch Bigtime Television's Max Headroom Show, they were rather miffed to say the least. After having an emergency meeting N23 executives decided to send two of their most reliable 'heavies' to kidnap Max for exclusive use on their channel. The abduction was successful and Max was taken to the N23 building. As you can imagine, Bigtime were a mite peeved at this and wanted to get Max back — immediately. So, they hired top TV reporter Edison Carter and his controller, Theora Jones, to perform the rescue job.

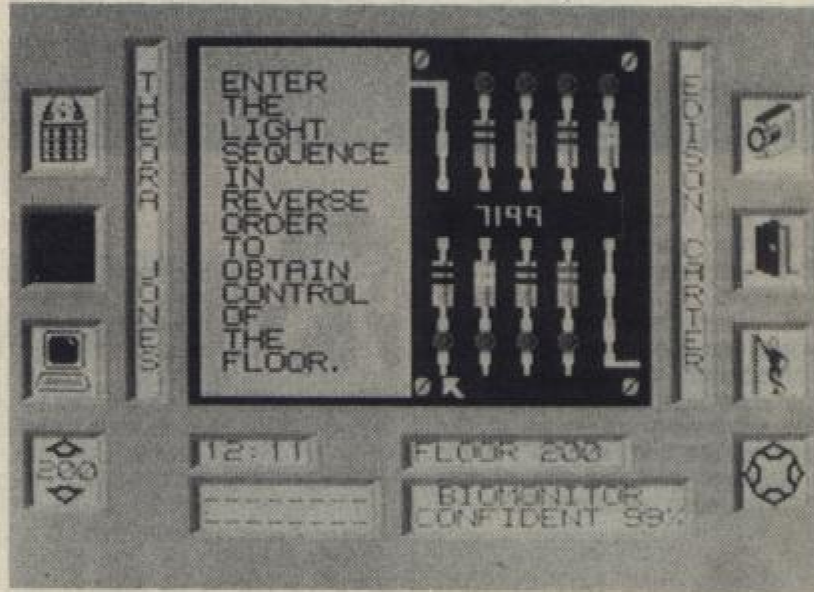
Naturally Edison can't just stump into the N23 building and casually stroll off with Max under his arm, oh no, there are a series of elaborate security systems that have to be negotiated before Max can be reached. Fortunately, the lush-lipped Theora has developed a Maxhunter program to help Edison break the codes.

Edison enters the building on the ground floor and has to ascend to the executive level, 200 floors above him. How is he going to get all the way up there? Not by the stairs, that's for sure — he's going to be well the cool reporter and whizz up in the lift. The only problem with this little plan is that firstly he must gain control of the lift. This is achieved by short circuiting a seven segment LED digital display. A time limit is imposed, during which a lit segment gradually decreases in brightness. If, at the end of the time limit, an E is left then you gain control of the lift system and zoom straight up to floor 200. But if you fail the lift goes haywire and Edison gets dumped on a floor randomly.

Your priority is to crack the floor's security system, because if you don't, Theora can't open any doors or operate the camera system. The code system consists of four lights that flash randomly four times, and Edison has to copy the sequence of lights backwards. Success enables him to enter the various offices and look for the four special codes to the Presidential suite, which is where Max is being held.



I wasn't really sure what to expect when Quicksilva announced that there were going to do an official Max Headroom *game, but I'm sure they could have produced something more exciting than this rather ordinary arcade adventure. The graphics are average with titchy, undernourished sprites trundling around a rather uninteresting and repetitive building. Sound is the only redeeming feature about the game, but who really wants to pay a tenner for some pretty music and great sound effects? I like the* Max Headroom *character a lot but I can't really see what this has to do with him. If you're interested then have a look, but don't expect much.*



The building and floors are viewed in forced perspective, and any code screens are automatically displayed. The game is completely joystick controlled and uses icons to engage the various code screens, lifts, doors and the like. On entering a room the screen goes yellow and the message 'searching' appears. A few seconds later you are told whether or not there is a code to collect. When the four codes have been found it's time to go up to the Presidential Suite at the top of the building and rescue Max.



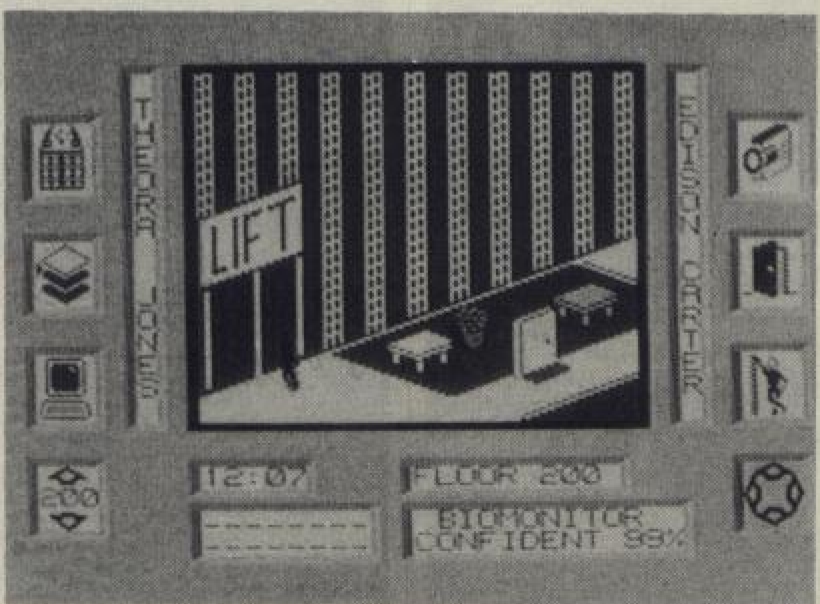
This offering runs the terrible risk of basing an idea on a famous and well known cult — it has to be excellent to be any good at all, if it isn't, then disappointment is all the more fierce. Quicksilva hasn't failed on general implementation, for the game works smoothly enough and looks not unlike the film's computer simulation bits. But Max Headroom *fails miserably in gameplay, providing no real thrills and not much intellectual stimulation from the code puzzles. I liked the building graphic as the lift sails up and down, and some sounds are good, but what happened to the game?*

Edison's movements are constantly monitored by robot security guards that give chase and try to shoot the hapless fellow. Should one of their bullets hit home, a point is knocked off Edison's stamina, which starts at a confident 99% and slowly ticks down to a fatal ex-Edison zero. When stamina is low, Edison has to rest to regain energy. But time ticks by even faster, and if Max hasn't been rescued before six o'clock in the morning when the workers return, Edison is in trouble.

Oh, by the way, the terrible two who stole Max are now on the look-out for Edison. They prowl about the building and try to track him down. If our hero meets either of these then his quest swiftly comes to an end . . .



The Max Headroom *television show is great, as is the film, which is more than can be said for the game. It's essentially a simple arcade adventure with several neat touches and very little to do other than trudge around 'samey' scenery attempting to collect four pieces of code. Ho hum. Admittedly, I haven't got too far into the game and have only managed to collect two pieces of code at most, but this is mainly due to my reluctance to play such a repetitive game. You could buy worse games for a tenner, but then again you could most certainly buy something a lot better.*



Presentation 68%
The icons work well, but the instructions are sadly lacking.

Graphics 69%
Pleasant and effective, but nothing special.

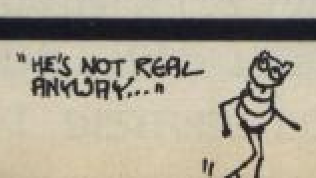
Sound 86%
Racey tune adds freneticism to your search and the sound effects are good too.

Hookability 61%
Awkward control method and indifferent instructions make initial play frustrating and difficult.

Lastability 52%
The floors are all identical, and the problems are few and very similar.

Value For Money 64%
Max Headroom fans could be disappointed.

Overall 60%
An ordinary arcade adventure, offering nothing new.



ZZAP! TEST

BOMBO

Rino, £7.95 cass, £9.95 disk, joystick only

Some very stupid evil person has decided to dump a whole array bombs across the world in places of historical importance. As chief goody two shoes you have defuse all the bombs that are endangering the invaluable places and avoid the advancing nastiness of the alien hordes that have been left in charge of guarding the bombs against such sanctimonious do



Last month we had Elite's officially licenced but pretty feeble Bombjack *attempt. Now along comes Rino's and it's no better. Why can't anyone program a decent version of the game??? The backdrops on this one are awful and the perspective on the drawn buildings completely screwed up. The sprites aren't anything to write home about either and the whole game plays pretty badly. The only thing really worth mentioning is the WEMUSIC which accompanies each screen — each ditty is great. If you're a* Bombjack *fan and want a conversion for your computer then take a look at both versions currently available — they're both as bad as each other.*



First the nice bit. The music's very good, especially the Egyptian tune. Now the bad bits, basically that seems to encompass everything else. Yes, Bombo is a hunk of rubbish and it's not even an original hunk of rubbish. Writing a pish game is very easy indeed so there's no need to go stealing ideas from other releases. The only excuse that there really can be is that programmer Mark Greenshields has had his imagination removed. Looking at the way Bombo has been programmed he's probably had his lobes removed as well. If Bombo was £1.99 I would say 'don't buy this', Bombo is £7.95 so I'm shouting 'DON'T BUY THIS'. Get the message?

gooders as you. Yes, you're right, *Bombo* is a version of the old favourite *Bombjack*, the game which Elite attempted to convert to the Commodore.

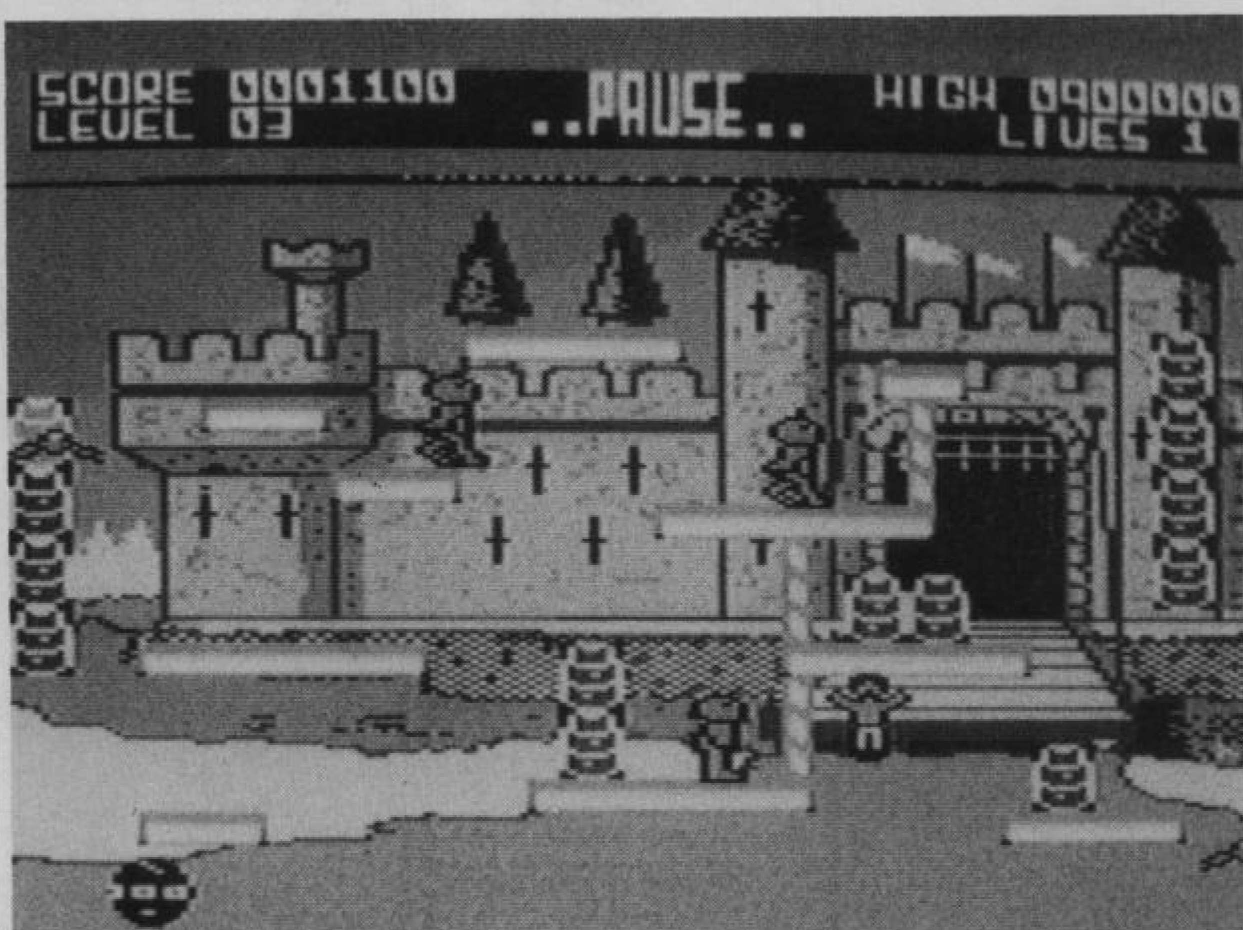
As in *Bombjack* each location has a number of platforms superimposed upon the screen where the main action takes place. Playing a little sproing packed character you have to kaboing around the screen onto the platforms holding the twenty bombs on every screen. Once all bombs are safely disposed of the next screen comes into view and you have to do exactly the same again. Aliens are on screen to apprehend you and their stupidity is incalculably large. If you are cunning enough to sneakily move your chap to the right of the screen then all of the aliens will run off to the left of the screen. That's how stupid they are. Using this ingenious gameplay technique it is possible to avoid the deadly touch of the alien killers. If, however, this complex manoeuvre is beyond your gameplaying techniques then holding the run/stop key down freezes the naughty guys in their tracks. Both of these 'features' have handily been included to help even the most klutz handed of stick wielders.



After a screen is cleared the bonus is given if the bombs have been collected in order and none if they haven't. The programmer of *Bombo* must be a jolly japer since sometimes he has the odd little joke with the player. Bonus is given according to the number of bombs that have been collected in order. When our very own Julian Rignall managed to get all the bombs in order *Bombo* insisted that only seventeen had been collected. Ha Ha, what a card Mark Greenshields must be!



I must say, Bombo *is better than Elite's* Bombjack, *but only marginally and only because the music is better (especially the Egyptian piece) — no cruddy Jean Michel-Jarre rip off to assault the ears, oh no. It's probably WEMUSIC's best to date. However, the graphics and game itself aren't very good, in fact they're awful. Still,* Bombo *is worth a look since the music is so good.*



Presentation 70%
Poor title screen but some useful options.

Graphics 36%
Abstract backdrops and feeble sprites.

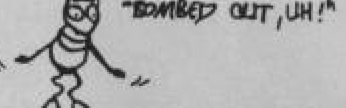
Sound 97%
Four excellent WEMUSIC ditties colour a lacklustre game.

Hookability 46%
The powerful soundtrack drags you into the action more than the game itself.

Lastability 45%
More interesting to listen to than play.

Value for Money 46%
Cheaper than *Bombjack*, but just as crummy.

Overall 47%
A weak implementation of the arcade classic which doesn't play like the real thing. The superb music doesn't quite compensate, though.

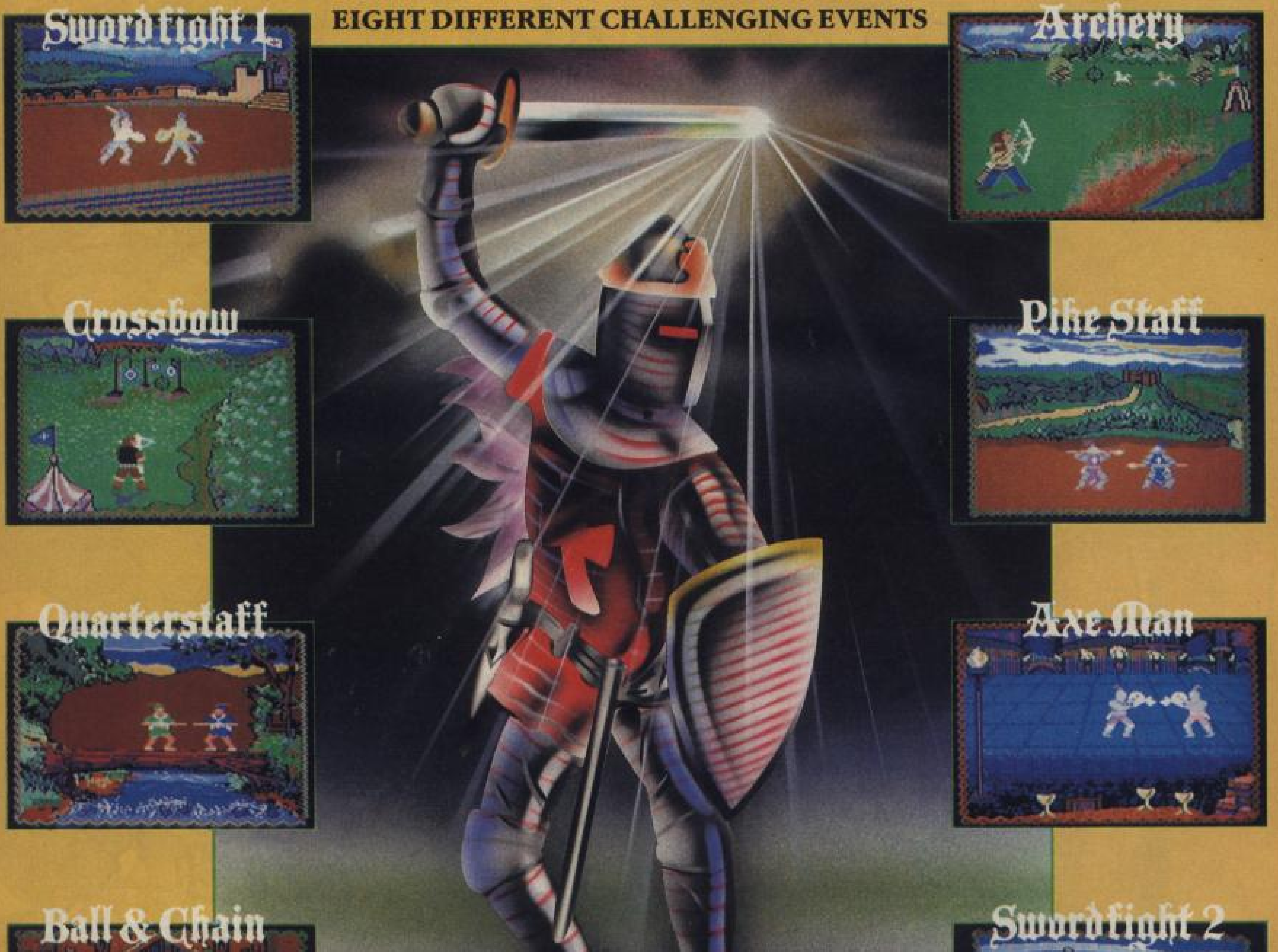


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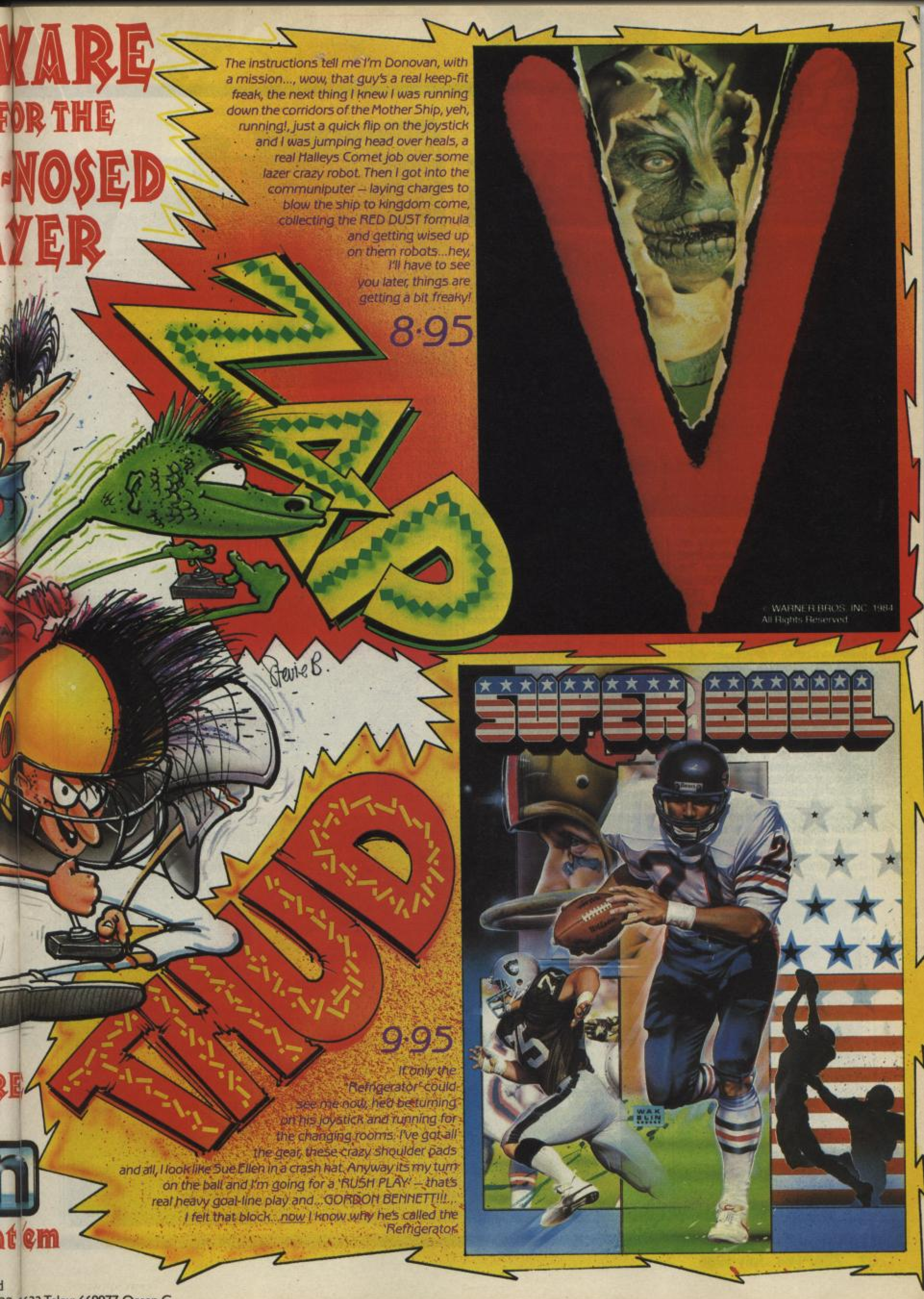


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AYER
The instructions tell me I'm Donovan, with a mission..., wow, that guy's a real keep-fit freak, the next thing I knew I was running down the corridors of the Mother Ship, yeh, running!, just a quick flip on the joystick and I was jumping head over heals, a real Halleys Comet job over some lazer crazy robot. Then I got into the communiputer — laying charges to blow the ship to kingdom come, collecting the RED DUST formula and getting wised up on them robots...hey, I'll have to see you later, things are getting a bit freaky!
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If only the 'Refrigerator' could see me now, he'd be turning on his joystick and running for the changing rooms. I've got all the gear, these crazy shoulder pads and all, I look like Sue Ellen in a crash hat. Anyway its my turn on the ball and I'm going for a 'RUSH PLAY' — that's real heavy goal-line play and... GORDON BENNETT!!!... I felt that block... now I know why he's called the 'Refrigerator'.
RE
n
at 'em

SOLO FLIGHT PLUS

Microprose/US Gold, £14.95 cass, joystick and keys



Solo *Flight Plus* is really an expansion on its acclaimed forerunner, *Solo Flight*. The plane the program is trying to simulate is an old single engine 1934 Ryan ST-A monoplane, a close relative of the famous *Spirit of St Louis* flown across the Atlantic by Charles Lindbergh in 1927. The new version of the popular flight simulator boasts a new cockpit design and flight instrumentation, more maps and high quality digitised speech. The program is essentially a trainer but also allows you (once you've mastered the art of flight) to take off and battle against the clock, adverse weather conditions and mechanical failures in special scheduled mail runs over several US states.

The simulation is quite an unusual one due to its novel viewpoint: the cockpit dials and displays are shown at the bottom of the screen as per normal and out of the window is the landscape, viewed in 3D style. Now, there's nothing special about that, but what is novel is that the plane is also seen on the landscape, viewed from above and behind. This makes it a lot easier to fly because you can see exactly what's going on.

Just because the plane is driven by a propellor doesn't mean it's uncomplicated to fly when compared with modern day jets, and one glance at the cockpit display soon shows that. There are four big dials showing the airspeed indicator, attitude indicator, altimeter and vertical velocity indicator. Below are numerical displays showing pitch, flaps, heading indicator, vertical ascent/descent, radials from VOR 1 and 2, DME from VOR 1 and 2, landing gear indicator, brake light indicator, weather indicator, ILS localiser, ILS glide slope indicator and time elapsed indicator. There is also a bar showing how much fuel is left. All these must be used to fly the plane successfully.

When the simulator is first loaded an option screen is presented allowing you to choose between flying practice and going for a mail run. Choosing one of these puts you onto the next options screen which asks whether you would like to fly over Kansas, Washington, Colorado, Michigan, Massachusetts or Texas. If you choose the mail run option you're asked to input the level from the four provided, student, private, senior and command. Practice run also has four levels which are clear, landing, contest and IFR. After that it's up to you to choose whether you're flying by day or night.

The practice run offers a useful training mission and allows you to get the hang of flying the plane. The object of the practice run is to take off, fly a long loop around the runway and land again safely, and to help you with this simple manoeuvre the program offers both audio and visual aid. On taking off advice is offered in the form of superb digitised speech saying 'increase throttle and climb to 1500 feet'. You're told to 'retract landing gear' and 'turn left to 270 degrees'. If you're not following the instructions, flying too high or low, you are told of your mistake, and repeatedly told until the mistake is rectified. Verbal help is on hand all the way around the loop and if the instructions are dutifully followed then it's quite a simple task to land the plane. If you still can't get the hang of landing then you can try the landing option which puts you on the glide path down to the runway. Again speech is used to guide you through. This option really gets you used to landing the plane successfully.

The contest mode allows multiple players to compete in completing a tricky cross-wind landing and a score is given depending on how gently the plane touches down.

As a Mail Pilot your job is to



deliver five mailbags to their destinations in the least amount of time. The program lets you decide how much fuel and mail to take (don't forget, the more mail and fuel on board the more the plane weighs giving a loss in performance and speed). Once you've decided on your supplies a map of the state you're overflying (as in 'US state') is displayed on screen showing the landscape features and the five



The problem with most flight simulators is that they're difficult to fly. It's easy to take off but when the time comes to land it's always disheartening to see your plane pancake time after time. However, Solo Flight Plus offers a truly superb trainer with loads of reassuring speech and messages which in a short period of time gets you through any problems that may be encountered while flying. Once you've mastered flying, the program has a mail run option which lets you fly over several US States and deliver mail to the different aerodromes there. You can also bring in emergencies, fly at night or in adverse weather conditions if you want to add a little excitement to your flying. The graphics, although slow and somewhat flickery, work quite well and are well above the standards usually associated with simulators. If you feel that there is a frustrated pilot within yourself just dying to fly then take a good look at this program, it's one of the best simulators around.



aerodromes you have to fly to. Using this it's up to you to plan the best possible route. As the game progresses the weather conditions gradually deteriorate with winds and clouds increasing, and there's a possibility that turbulence could develop. On the higher difficulty levels the plane is also prone to mechanical and instrument failure, for example the engine may overheat.

As you progress through the game you are given a score for the deliveries made and also for technically good landings, difficulty level and the State map chosen. There is an option to bring in an emergency at any time, done by pressing the E key. This starts a random emergency situation and it's advisable to swiftly find a place to land. If the plane is faulty at any time then landing at any aerodrome repairs the damage.

The program comes with comprehensive instructions, flying tips, approach tips and also a series of State maps showing VOR bearings and landscape features, all essential if you want to become a Mail Run Pilot.

Presentation 99%
Fabulous trainer option, excellent packaging and on-screen presentation.

Graphics 71%
Flickery 3D landscape which is rather spartan but reasonably effective.

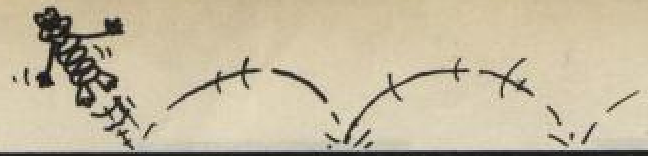
Sound 92%
Loads of high quality speech, but other effects are average.

Hookability 81%
Flying is made simple with the trainer mode and consequently the simulator is highly enjoyable.

Lastability 80%
Once you're good enough the varied mail runs will keep you occupied for months.

Value For Money 80%
Average asking price for a disk product but there's a whole lot of flying potential.

Overall 85%
An easy to use and highly enjoyable simulator, and one of the best at this price.





ACRO JET

Microprose/US Gold, £14.95 cass, joystick and keys

A BD-5J AcroJet is one of the most manoeuverable little sports jets in existence, and like most aeroplanes it takes years of experience before it's possible to fly one, let alone try horribly complex and dangerous stunts. Until now that is. With the aid of Microprose's latest flight simulator you can sit back in the comfort of your favourite armchair and try to complete all sorts of aerial acrobatics without risking life and limb.

AcroJet is quite an unusual simulator and uses the *Solo Flight* type of viewpoint with the cockpit dials shown at the bottom of the screen and the actual AcroJet plane viewed out of the window in 3D style from behind and above. This makes flying a lot easier because you can see exactly what the plane is doing. The point of view can also be changed so the plane can be seen from the rear, port or starboard.

The plane can perform all the basic manoeuvres normally associated with flying — nose up and down, bank left and right, but because of its design can also perform special movements called slips and rolls. Normally these moves need careful use of rudder and ailerons but Microprose have made the whole process easier — all you have to do is press the fire button when you're performing a manoeuvre and the program automatically balances the rudders and ailerons for you.

The plane is controlled in the traditional joystick style but other controls like the throttle, flaps, landing gear and speed brakes are accessed via various keys.

The cockpit dials show all the information needed for flying. The display is made up of four main dials, a large readout area, a smaller display area and a radar type screen. The four big dials comprise an altimeter, attitude indicator and artificial horizon, airspeed indicator and vertical velocity indicator (VVI). The other main display area shows numerically the exhaust gas temperature, engine power, speed brakes, fuel remaining, clock and CRT change clock (pressing F1 at any time changes this display to show the current weather conditions). The smaller display shows the flaps indicator, compass heading, ball compass and airstrip direction indicator. The radar display comes into action when you're trying to complete a stunt or course and by showing a map of the surrounding area with any course or landscape features and with the AcroJet displayed as a flashing pixel.

When first loaded the screen displays a large number of options allowing you to tackle a single event, decathlon, pentathlon or unlimited event schedule. A single event is just that, the pilot tackling a single event. A pentathlon allows you to string together five different moves and decathlon is ten different moves one after the other. Unlimited is the best option of all and allows you to create your own aerobatics display or set course.

There are ten AcroJet competition events, but all have checkpoints, a mark over or around which the plane has to fly. The first event is a Pylon race where the pilot has to take off from the runway and fly outside four pylons planted in the ground in the quickest possible time. The Slalom race follows a similar pattern, but this time the pylons have to be negotiated in a different order making the event far more complex than the previous one.

The next set of events are ribbon races, featuring a series of dual poles with ribbons strung between them. The first ribbon event is the simplest one and the idea is o take off and fly between two sets of ropes, successfully cutting the ribbons hanging between them. The Inverted Ribbon Cut is the same as the previous one, only the ribbons have to be cut whilst flying upside down. Ribbon Roll takes ribbon cutting a step further and to complete the event you must cut the ribbons while doing a 360 degree roll, a very difficult and precise manoeuvre. The next event is a highly dangerous one — the pilot has to take off and perform a loop, and at the bottom of the loop fly underneath a ribbon . . . there's no room for error. The Under Ribbon race is one of the most simple of this type of event — just take off and fly under the three sets of poles but the most dangerous event of all is the Cuban eight. After leaving the airstrip the pilot must fly through a gate then complete a half loop, half roll on the descent and fly through another gate and conclude roll back through the first loop again. It's a very tricky event to perform due to the complexity of the manoeuvre and the fact that the whole thing takes place at very low altitude.

The other two events are Spot Landing and Flameout Landing. A Spot Landing is where the pilot takes off, climbs to at least 2,000 feet, loops back over the runway and lands again. Very precise flying is needed to complete this event and one slip of the joystick could mean that you overshoot the runway. A Flameout Landing is similar to the previous event but when the plane reaches 2,000 feet the engine has to be switched off and the plane glided in to land under no power.

All the events have a judged difficulty and a score is given for completion or part completion. When the plane lands (or crashes) on the runway a score is awarded and (if good enough) automatically saved to disk to appear in an 'all time greatest' highscore table.

The difficulty of all these events can be changed on the second options screen. Firstly wind conditions can be changed from no wind through breeze and low wind to high wind. The pylons can also be changed from non-lethal to lethal. The performance of the jet has four settings from easy to real and a stunt can also be started from the air rather than from the runway.



This is a nice simulator which offers plenty of challenge and excitement to any budding armchair stunt pilot. The program comes with some very impressive documentation which explains all the different stunts, flying terminology and also gives hints and tips on flying the plane. The graphics are a bit wobbly but quite effective for this type of simulator. There are two good flight simulators released this month. Personally I prefer Solo Flight Plus with its excellent trainer mode, but if you're after something more exciting then this might be the one for you.



Presentation 92%
Glossy and informative documentation which explains techniques and also gives hints and tips.

Graphics 72%
Flickery graphics but they work reasonably well.

Sound 29%
Very poor jet noise and little else.

Hookability 79%
Easy to fly but difficult to land . . .

Lastability 81%
Loads of stunts to tackle and tournaments to enter and there's also a highscore table to keep you coming back to better your records.

Value For Money 79%
Fifteen quid for a nicely packaged flight simulator which proves addictive and fun to fly.

Overall 83%
An exciting flight simulator which has plenty to offer.

Stretch your ZZAP! SUBSCR

Okay, so stop moanin 'n' groanin to poor old Lloyd. He's driven us all mad with your complaints about no **ZZAP! Subscription deal** — so here it is, courtesy of those wonderful people at **US Gold**. Mugs they ain't but mugs they got aplenty, nice fat, chunky US Gold mugs (we've been drinking Liddon tea from them for months and no one's expired yet, which must say a lot for the mugs, since Liddon tea is yukkie pooh). Anyway, from the sublime to the ridiculous, not only is **ZZAP!** offering you the chance to subscribe to the best games mag (that's called ZZAP! 64 and happens to be Britain's best selling Commodore mag) around at a ludicrously reasonable price, not only is **ZZAP!** offering you a US Gold mug for free, but **ZZAP!** is also offering you a **FREE US Gold game worth £9.95**, and all you have to do is is send off the subs money. That adds up to over £26 worth of goodies for just £15 and gives you 12 months of **ZZAP!** (post included) into the bargain! Can you resist? Of course you can, but why should you? Spoil yourself!

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Jam packed pages of the latest games reviews, sparkling and squeaky clean previews of tomorrow, see your own reflection in them interviews with top programmers, playing tips from the man who can put a whole 4-bar Kit Kat in his mouth sideways (inclusive of wrapper), none other than Gary Penn, the appealing literary qualities of Jaz Rignall, troglodytic terpsichore from the whiter than blue White Wizard, hexed-up mentation from entrenched Masterson, penumbral palpitations from the shoulders **The Shadow** (he insists his name goes in bold), wisdom from the man who reaches where germs dare not go when Lloyd Mangram reads your copious letters. In fact **ZZAP! 64** is a copy writer's dream (so why don't we get one to write this kinda stuff)? Oh, and of course, there's Gary Liddon's bit in the Middle, for what that's worth. Gosh, forgot all the competitions too — don't forget them. And remember this, we got Jeff Minter, Tony Crowther, Andrew Braybrook, Archer Maclean and Chris Butler all in one room at the same time without anyone suffocating — only **ZZAP!** can do this. By and large, being without **ZZAP!** is a bit like being up the North Pole without a flag, chilly . . .

So all in all you know it makes sense to subscribe, because you get it ahead of the crowd (our printers send it out now and they're much more efficient than we were), you get a free game, a mug and money off deals on ZZAP! MAIL ORDER. Go for it!



FIGHT NIGHT
Cartoon quality graphics and a huge sense of humour combined with tough fight game routines, made this unusual and hilarious sport 'simulation' another Sizzler at 93%. Not only can you enter the ring to fight, but there's all the training, sparring and even boxer construction to take into account.



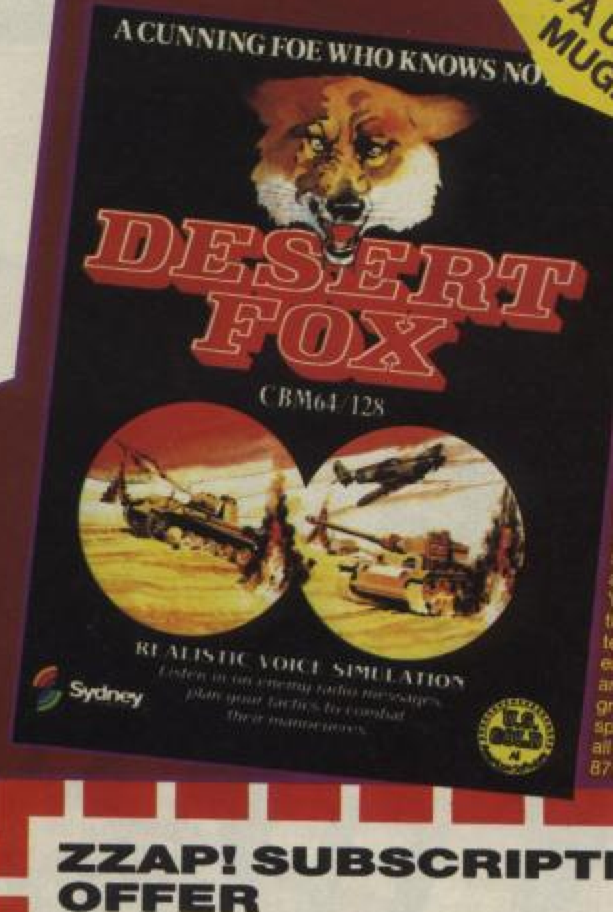


KUNG-FU MASTER
'Huuuwack!' said Julian. Penn thought it a close copy, and while Liddon considered 'the challenge and thrill of a good digitised punchup up are all there.' Based on the famous arcade original, you play Thomas who must rescue the princess from the evil Wizard using your martial arts skills. A number 1 best seller.

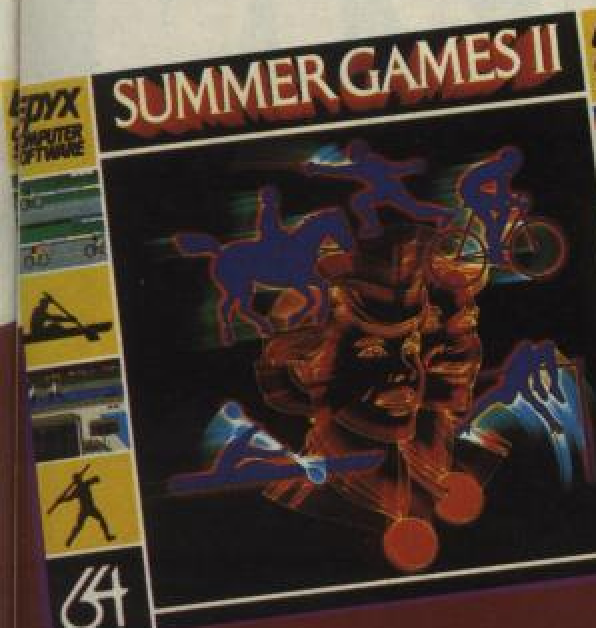
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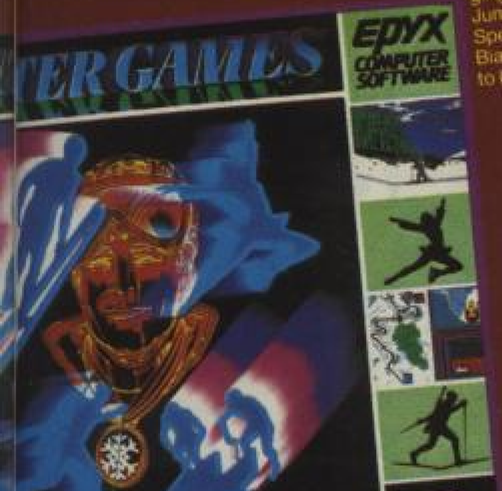


DESERT FOX
World War Two is the setting for this arcade action/strategy game. You're in command of the tank Lone Wolf, pitted against ferocious enemy fighter planes and tanks. Superb graphics and digitised speech add to the fun, all of which added up to 87%



SUMMER GAMES II
Another huge Sizzler (97%) on the sporting theme with 8 events to keep you on your toes, includes fencing, rowing, javelin and kayaking among others. The graphics are superb even by Epyx's high standards, 'absolutely stunning,' said Paul Sumner.

WINTER GAMES
A ZZAP! Sizzler (94%), the team raved over this 7 event arcade sport game from Epyx. JR said, ' . . . if it doesn't grab you then you're intangible!' No one knows what he meant, but it's great value with Hot Dogging, Figure Skating, Jumping, Free Skating, Speed Skating, a Biathlon and Bobsleigh to keep you fit!



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PITSTOP II
What can you say about this game, still THE classic road racer, with its famous split screen, two-player action. The pitstop refuelling and tyre changing adds strategy to an incredibly compelling game. It Sizzled at 89%.

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BIGGLES

Mirrorsoft £9.95 cass, £12.95 disk joystick or keys

You've read him in writing, seen him on celluloid and heard him on the wireless. Now play the role of WE Johns' famous WW1 hero, Biggles, on the Commodore 64. The game has two sections, both of which are loaded independently from one another. The first section called *Timewarp* has three separate sub games and the second, the *Sound Weapon*, is a sort of helicopter fight simulator with a purpose.

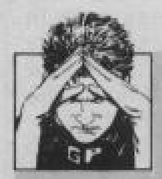


The film looks great — unfortunately the game isn't. In fact it's awful. The timewarp game is horrible and frustrating to play, especially the jumping from roof to roof bit — you just seem to drop off for no reason at all. The other side isn't much better and becomes very dull once you've flown around a couple of times. The graphics are uninspiring and the sound, although not one of WEMUSIC's best, is about the best part of the program. I'd prefer to be a hero elsewhere.

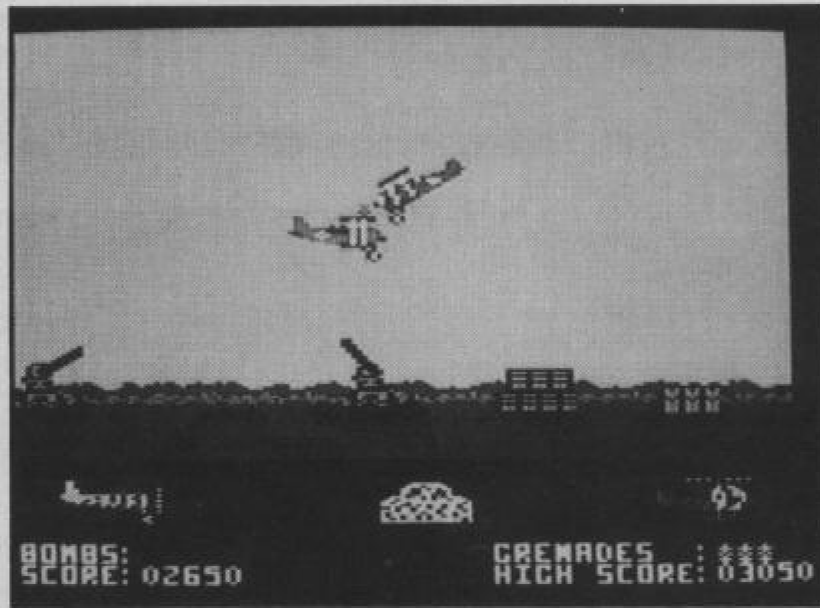
The first of the three sub games in the Timewarp program plonks you in the seat of Biggles' WW1 Sopwith Camel biplane. Flying low over scrolling enemy territory in *Scramble* style you must avoid ack-ack fire and other enemy fighters who try to shoot you down (although you can shoot them down too). To complete the section you must find and photograph the enemy's new horrible new secret weapon.

The second stage is a sort of *Green Beret* clone where you must delve deep behind enemy lines on-foot. Loads of enemy soldiers try to stop you but luckily you're armed with your trusty ole machine gun and a couple of grenades. As you move right the screen scrolls to show more landscape until you eventually reach the secret weapon.

The final sub game is another scrolling affair and takes place in London, 1986. Biggles has got the secret code (which will help him in the Sound Weapon game) and he and his chum have to escape from the police, but the only way to do so is for them to leap from rooftop to rooftop. You control them both and pressing fire switches the control from one to the other. The big problem encountered is that the screen can't be scrolled if one of the chaps is lagging behind. The other big problem is the guards who troll atop the various roofs — if one of them touches either hero you lose a life.



There's not a lot I like about Biggles. The music isn't too hot (WEMUSIC have certainly done better), the graphics are small, poorly defined and chunky, and the game itself is rather repetitive and boring. The first three games have very similar objectives, and although they adopt different approaches, they are all very 'samey' and monotonous to play. The fourth game (on the flip-side) isn't too bad, but all in all Biggles doesn't merit the £9.95 price tag.



Throughout this side of the program Biggles is randomly thrown from situation to situation, which can be quite unnerving at times. When he dies, by either being shot down, shot by an enemy bullet or being a touched by a guard Biggles is automatically thrown into the next sub game.

The other program in the Biggles package is a 3D point of view helicopter flight simulator with added bits. The objective of the game is to find and destroy the enemy's secret sound weapon which is achieved by flying around enemy and Allied territory and picking up various objects and people. The helicopter can carry up to four people and four objects simultaneously, it's up to you to suss out which objects should be carried to where and when.

Controlling the helicopter is done in the usual flight simulator fashion and there are a load of cockpit displays to help you keep aloft. To help you locate the various personages and objects two maps are made available to you — radar and detailed. The radar map shows the whole battlefield area, and you are depicted as a flashing group of pixels. The other map shows in detail the area immediately surrounding you and displays the location of enemy troops, people and objects.

If you manage to destroy the sound weapon then you'll save the day and keep the evil Hun from winning the first World War!



Oh dear, another film tie in; another hero that looks like a blob; another game that takes something decent and turns it into something less than decent. Somewhere along the line the game itself has been lost. Average is being merciful. For £9.95 you don't really expect to get something that just scrapes average. I wouldn't buy it, and if Biggles is on your shopping list, I recommend that you look at it first.

Presentation 70%
Pleasant enough title screen, complete with WEMUSIC ditty, and good instructions.

Graphics 41%
On the whole, chunky, bland, and lacking in variety.

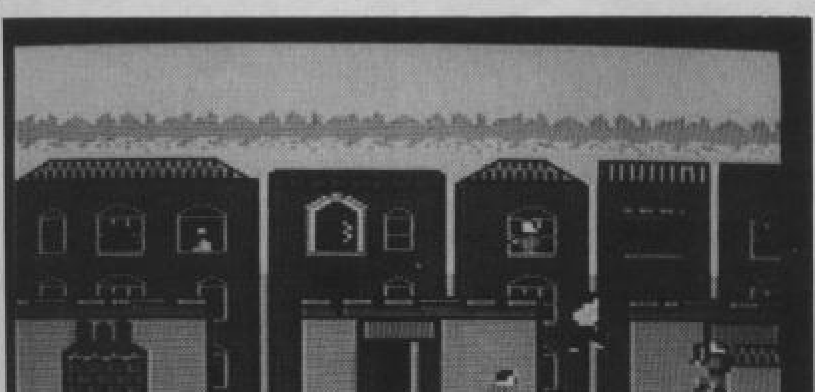
Sound 79%
A couple of WEMUSIC ditties play throughout.

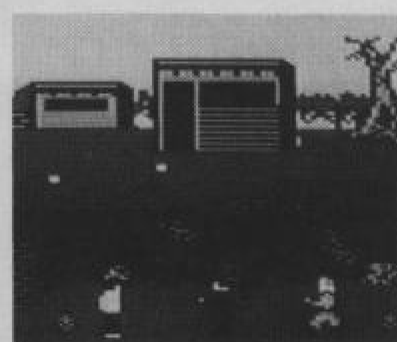
Hookability 56%
The four separate programs are easy enough to get into . . .

Lastability 50%
. . . but they're quite difficult and generally lacking in variety.

Value For Money 43%
Although there are four separate games in this package, none of them are that good.

Overall 48%
Nothing special.

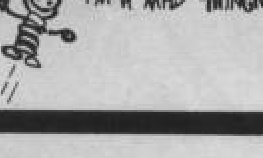






MERMAID MADNESS

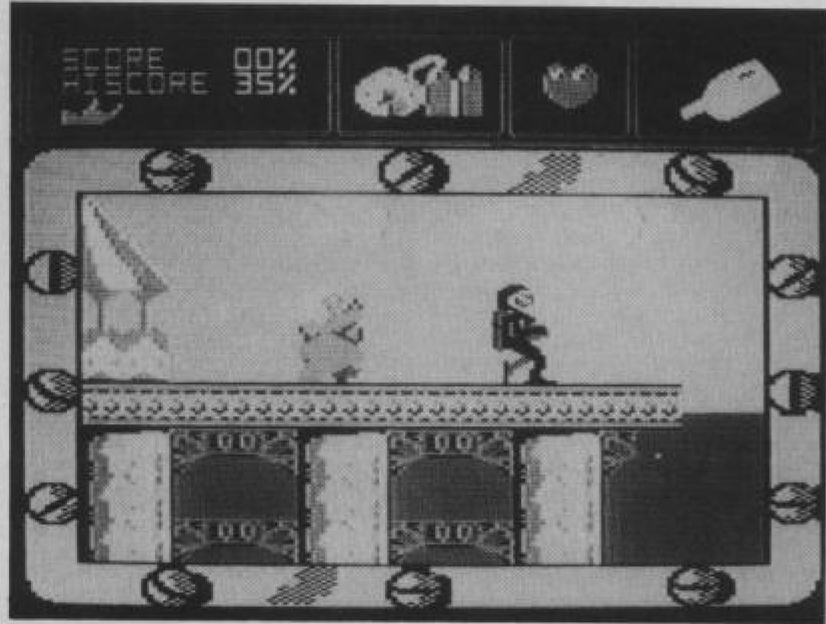
Electric Dreams, £9.99 cass, £14.99 disk, joystick only





Sunny seaside resorts are oft filled with beautiful bouncing females with lovely long legs, firm br . . . *(shut up and get on with the review — **ED)*** who lounge on the sands. Everyone notices them. What they don't notice are the old crones who cripple about the place with the aid of Zimma frames, walking sticks or, if they're lucky, their own two corny feet. *Mermaid Madness* is a tale of woe about one of those old crones.

Myrtle is 112 years old and fed up. OK, so she wouldn't admit that she was pretty but in her long, long years she had never, not ever had a man. That's why she was fed up. Anyway, one afternoon she was sitting on the prom sucking seductively on a long stick of pink rock when she glimpsed the man of her dreams, a certain Gormless Gordon, the Deep Sea Diver, and her heart began to pound. He was dressed in a wetsuit, and she being a rubber fetishist had her lust heightened to an unknown



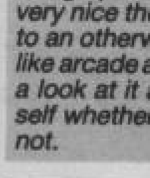
degree. 'Come to me oh babe of my dreams' she wailed and instantly gave chase.

Now, Gordon was a man of little brain with an IQ about that of a member of the National Front (ie less than his shoe size) but one glance of this elephantine mass of warty flesh wobbling towards him along the prom caused him to panic and he took to his heels and flapped wetly off at speed. The sea was the nearest place to hide so in he went — sploosh — right to the bottom (not before turning his oxygen tank on) and sat there quivering.

Fatty hag watched him do this and a gummy grin spread itself over her road accident like fizzog. Little did Gordon know that the vile and ugly femme fatale was in fact a mermaid. So there was Gordon, sitting on the sea bed, waiting for the crone to toddle off when there was a sudden mass of air bubbles above him. It was ugly fatty, her oak-like lallies transformed to a rotting kipper-like fish tail. The chase began afresh and Gordon dived deeper to the ocean's inhospitable depths. Suddenly he spied the hulk of a wrecked ship and swam to a small cave underneath it. Fatty, being of obese proportions, couldn't reach the fellow and cursed to herself. 'I know,' she said in her underwater burbly language, 'I'll find a way of getting to the man of my dreams,' and she immediately set about scouring the sea bottom to find the means to achieve said task.

Mermaid Madness puts you in control of the old sea hag and it's you who has to help her in her quest to reach her rubber-clad heart throb. The playing area is made up of many screens which flick as Myrtle moves from one to the other. The sea bed isn't just a sandy bottomed affair but has caves and all sorts for Myrtle to explore. There are also lots of different objects littered about the place which can be picked up one at a time by the world's most vile mermaid and be used to help her complete her quest. Picking an object up is done by pressing the fire button and it's considered 'used' if dropped in the right place.

Throughout the quest Gordon's air is being used up, his air dial is shown on screen and if Myrtle doesn't free the hapless lad quick enough and it reaches zero then he dies of oxygen starvation, which he considers to be a better fate than being clasped to Myrtle's boily bosom. Also the energy which fires Myrtle's own disgusting personage is in mortal danger. The sea is filled with various fish and other underwater animals and if the foul femme touches one some of her energy is lost. Unluckily this energy can be replaced by picking up one of the many bottles of stout littered about the place. If Myrtle manages to free Gormless then true love can, and we're sure that the female fatty will make it, prevail . . .



Although having a very amusing scenario Mermaid Madness *is a rather average arcade adventure and basically boils down to being a 'trudge around the place collecting the right objects and dropping them in the right place' sort of thing. The graphics and sound are both very nice though and add colour to an otherwise dull game. If you like arcade adventures then have a look at it and decide for yourself whether it's worth buying or not.*



What appeals to me most about this rather run-of-the-mill arcade adventure is the superb scenario around which the game is based. It really does make the game more enjoyable to play, although it does become tiresome after many hours on/off play. Otherwise, it's a fairly simple affair with pretty graphics and a very nice soundtrack to match, but it really should be cheaper.

Presentation 80%
Title screen with music and the inlay comes with a humourous scenario.

Graphics 83%
Lots of fishy characters along with the gruesome twosome, and they're all nicely drawn and animated.

Sound 86%
Three nice tunes which jolly you along.

Hookability 81%
The nature of the game gives instant appeal . . .

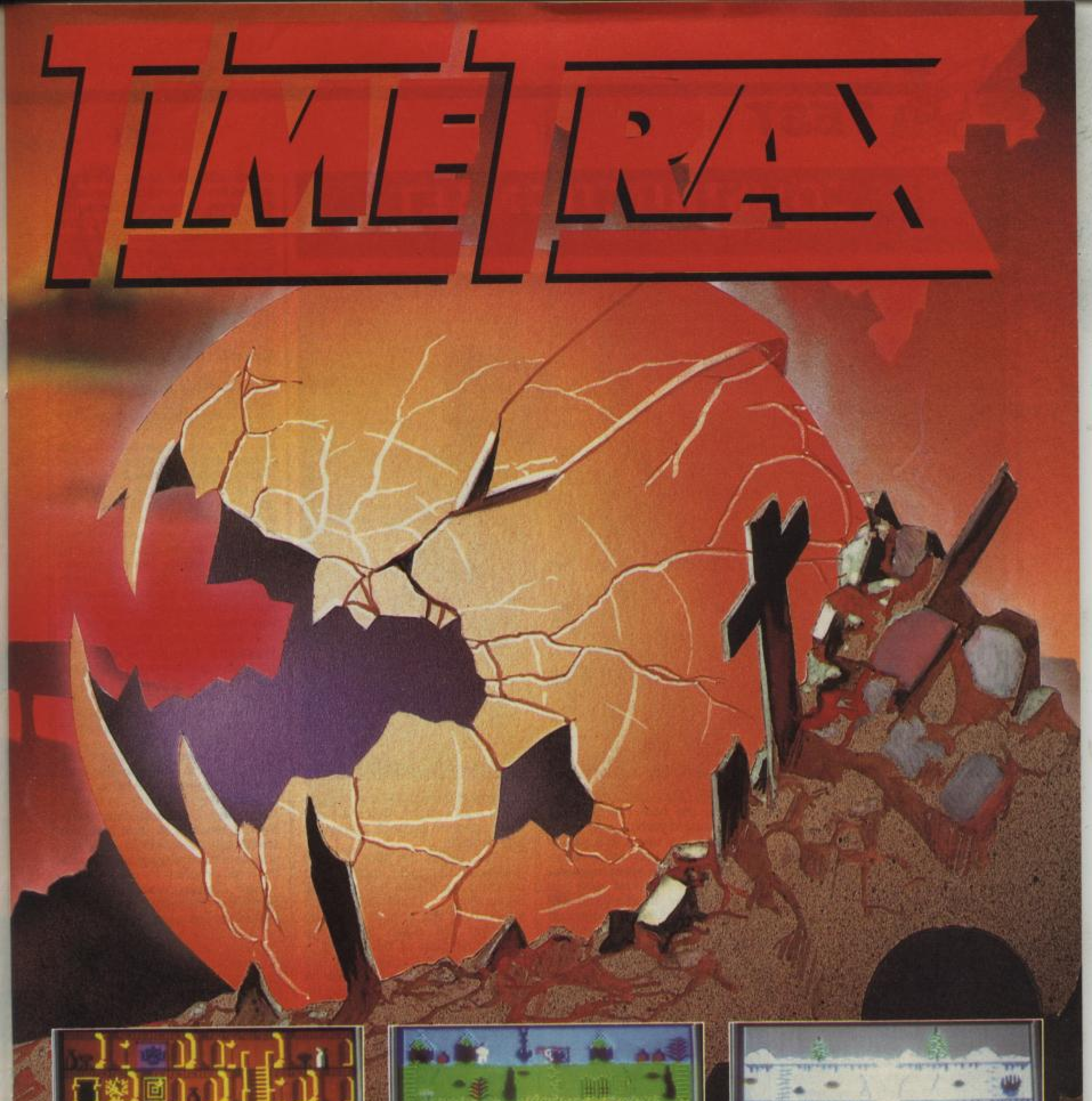
Lastability 74%
. . . but not the urge to play for ages and ages.

Value For Money 76%
A bit over the odds considering there's nothing exceptional on offer.

Overall 78%
It's a case of (sea?) horses for (fish?) courses — if you like arcade adventures then this is worthy of your attention, otherwise look elsewhere.

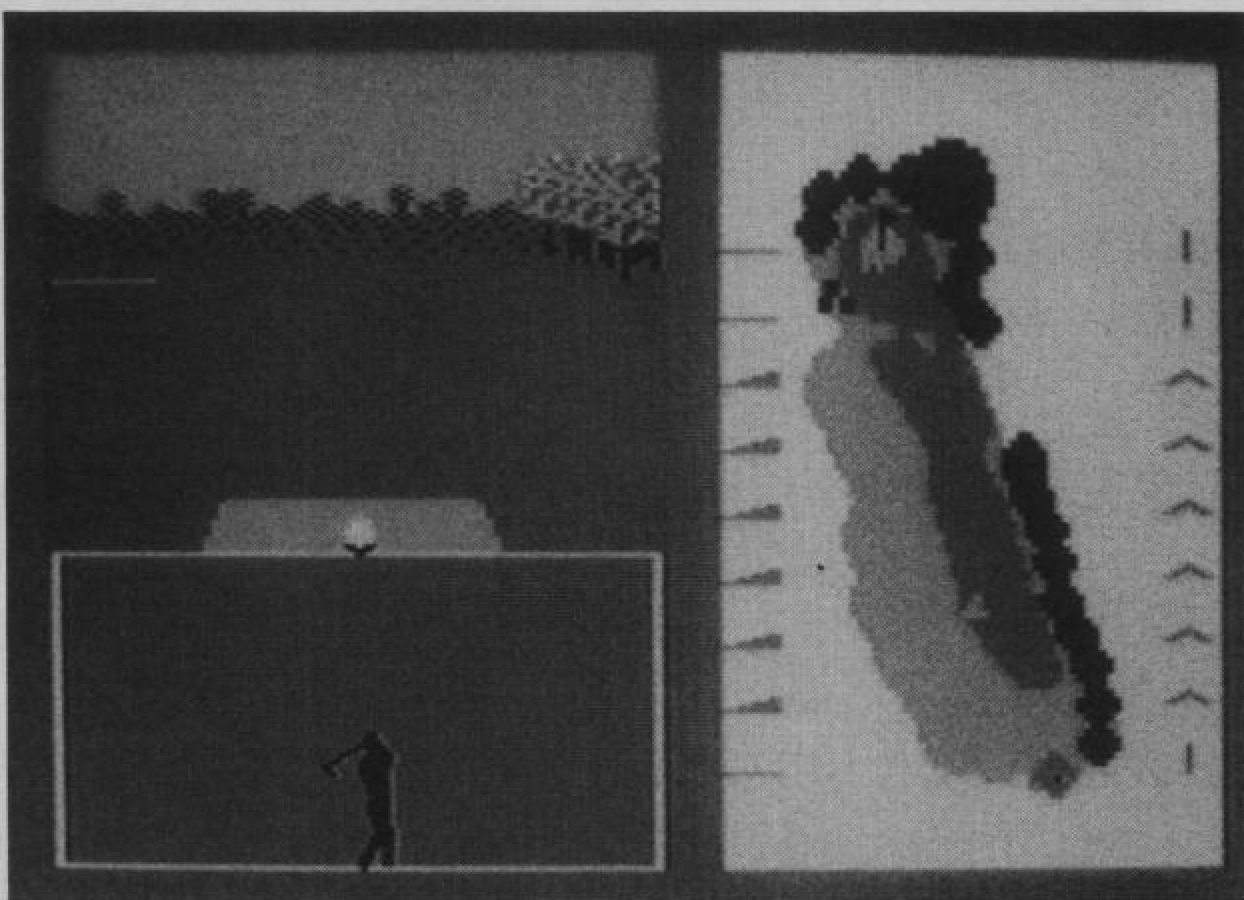





TIMETRAX

GOLF CONSTRUCTION SET

Ariolasoft, £12.95 twin cass, £14.95 disk, joystick



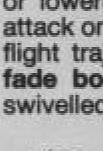
Interesting that this month we should have two golf simulations to look at, both boasting a 3D representation of each hole being played. Ariolasoft's *Golf Construction Set* is more complex than US Gold's *Leader Board* because, as its name implies, it allows you to design a golf course on which to play. However, you can dive straight in with the golf by playing any of the four famous courses already supplied, **The Belfry, Wentworth Old Course, Sunningdale** or **Royal St Georges, Sandwich** (home of *Nick Faldo Plays the Open*).

Let's look at playing a game first. First you must select one of the supplied courses or one you have designed and saved. Between 1 and 4 players may take part in either Match or Tournament Play and the individual's handicaps (if already saved) may be entered after typing in the name. The conditions to be encountered (wind, air temperature and ground condition) may be defined or allocated by the computer. The screen display shows a plan view of the hole (tee at the bottom, pin at the top) with ground slope indications along the fairway on the right and across the fairway on the left of the plan. Top left of the screen is a 3D view from the player's position (updated for each stroke), and below that lies the **selection box**. From here the clubs may be selected — woods 1 to 5, irons 1 to 9, a sand and pitching wedge, and a putter. Wind and ground conditions are also displayed alongside the hole number, par and distance in yards.

Pressing fire takes you to the **aim box** and you can move a cursor over the plan view to select shot direction. Fire then takes you to the **loft box**, a graphic of ball and club. The club may be raised or lowered to alter the angle of attack on the ball and therefore its flight trajectory. Next comes the **fade box** — a pair of feet are swivelled left or right of the centre line which causes the ball to fade left or right in flight. After this there is an option to go back and revise any decision.

When taking the shot, a small graphic of the golfer appears and pressing fire makes him start the backswing. Controlling the strength of the shot is done by pressing fire again when the desired amount of backswing is reached. In the top view, the ball can be seen flying away, while its path is mapped simultaneously on the plan view. Once on the green, the 3D view is replaced by a larger scale plan of the green, but the control system remains the same as for a tee or fairway shot.

With the handicap system, player difficulty levels are introduced from a handicap level of 28 (beginner) to zero (professional), the category affecting the probability of making a successful shot by introducing common playing faults. As in real life, the longer clubs (1 and 2 wood/irons) are more difficult to use, and it's harder to play out of rough than from the fairway.



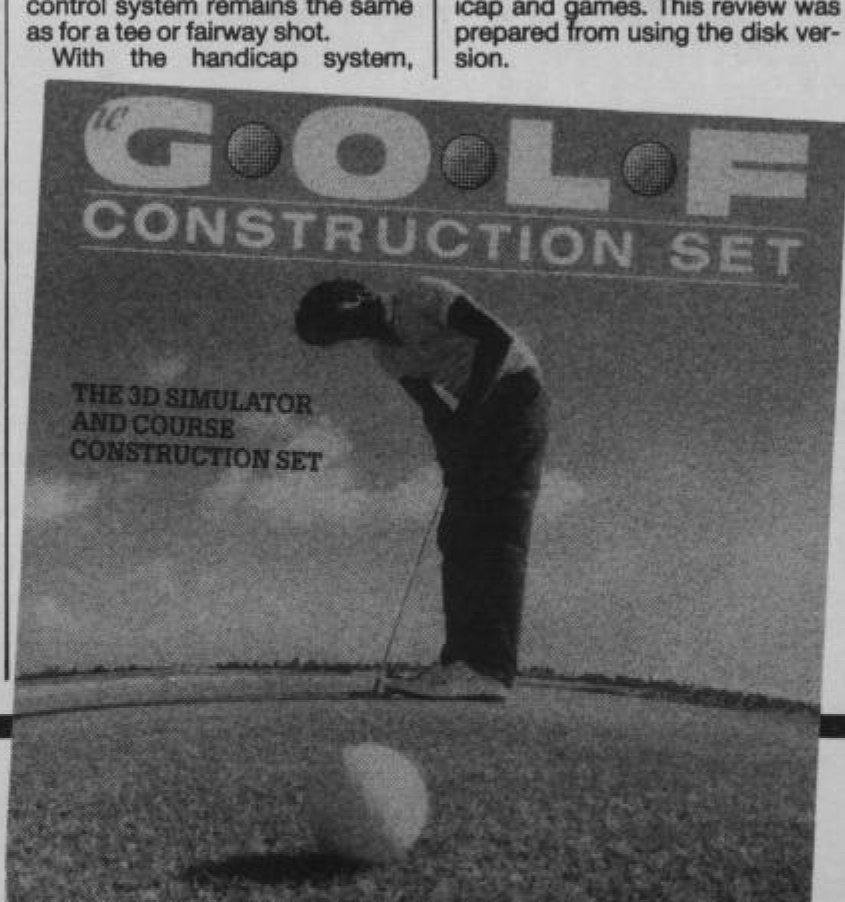
I'm must admit that I'm not overly enthused by this golf simulation. The packaging is good, as is the documentation which is plentiful and comprehensive. Although the graphics are reasonable the sound is weak and virtually non-existent. But what really puts me off Golf Construction Set *is the number of selections that have to be made just to play a single shot. It may well be true to life, but it does make Ariolasoft's computer golf laborious and unexciting to play. Just like the real thing? Well, that depends on whether you like golf or not, but I can't see* Golf Construction Set *appealing to anyone other than hardened golfers with computers, and I doubt there are that many about.*

Constructing a course

The construction set displays a box on the right for building the holes with some listed information across its top, another box to the left with the essential bits and pieces, and a message box below it. Everything is cursor driven. First the hole length must be chosen and its par. The tee and pin automatically come under your control after this is done and may be placed where desired, as long as the distance between them matches the par and length selected. Next the 'out of bounds' area is drawn in by 'dotting' your way round the perimeter of the hole with not more than 14 points. These are then joined up by the computer and the outer area filled. Now the various elements may be added, different sized shapes for greens, bunkers, water hazards and trees, and a colour editor to ensure they look right.

Having designed its shape, the last act to is to add gradients from flat to a steep slope left or right both across and along the fairway and green. Each hole designed is then allocated a number and saved out to build up an entire course which may be loaded with the main program for play.

Golf Construction Set comes complete with a manual containing six pages of instructions and hints, and a full colour booklet detailing one of the Wentworth courses as an aid to course design. The cassette version contains two tapes — side 1 the main game, side 2 the courses supplied, side 3 the construction set, and side 4 is available to save handicap and games. This review was prepared from using the disk version.





Someone has worked hard to make this program flexible and variable, but it hasn't quite been pulled off. Using GCS *on disk is a slow and labour-intensive process, so goodness knows what it will be like on cassette. A serious handicap is that no one thought of a sensible quit function from games or main selections, so you're forced to reset and reload if you make a mistake. Following the time-honoured reviewers' test of friendliness (ie, play it without referring to the instructions) proved a bit confusing generally, but downright infuriating when using the construction set. Having placed tee and pin I marked the out of bounds area but failed to close the encircling line. result — an entire out of bounds hole. Now I am locked, the cursor can't be moved off the plan view to 'oops' the mistake and there is no way of quitting. Reset and start loading again time.*

The graphics work reasonably well, but it is hard to avoid comparing them with those in Leader Board *and* GCS *falls down a bit in its sense of realism. I don't want to sound too hard on it, because I think there is a lot of fun here for the more serious minded golfer, and certainly for one who has wanted to design a course and never been given the £4 million odd they seem to cost these days. It's just that the polish is missing to make* GCS *a really fine program.*

Presentation 82%
Good instructions, plenty of options but it all seems like hard work at first and not having a 'quit' really hits the rating.

Graphics 84%
Generally neat and tidy but because of their blocky character, the 3D fails to be convincing.

Sound 10%
Hardly any worth mentioning.

Hookability 62%
If you enjoy golf you'll probably persevere, otherwise it takes a bit of getting into with all the menus and selections.

Lastability 89%
And if you do persevere then there's as many courses as you care to design.

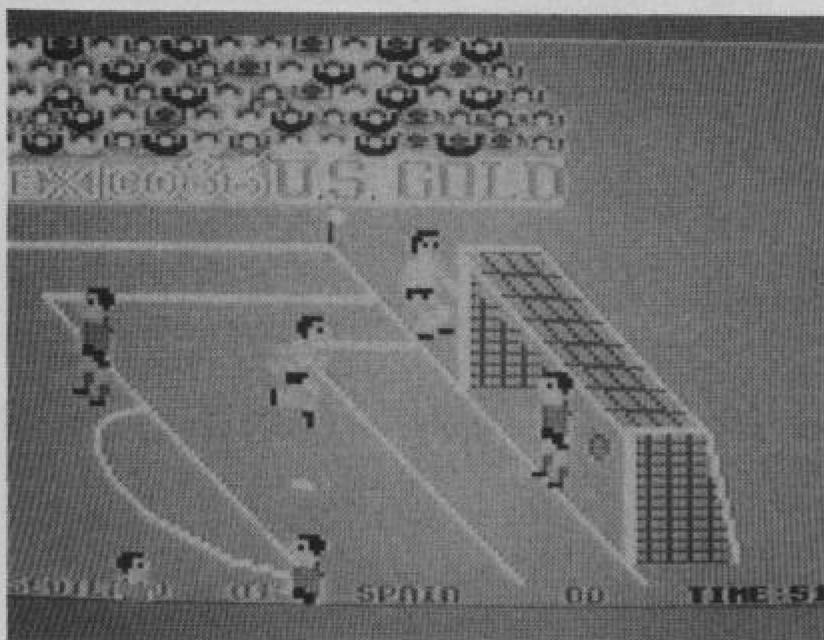
Value For Money 83%
Good for serious golfers, a bit pricey for the person who just wants as exciting a game of golf as possible.

Overall 79%
An interesting attempt that doesn't quite hit the mark because of some silly little faults, but probably worth forking out for if you're a golfing type.

WORLD CUP CARNIVAL

US Gold £9.95 cass, £14.95 disk, one or two joysticks

The World Cup is happening at this very moment, and if that isn't enough here'S US Gold's *World Cup Carnival* so you can play your own footy matches in between watching the real ones. What the program does is allow you to set up your own little world cup tournament starting from the quarter finals. When the program loads you're asked to input the number of players and their choice of teams. Once that's been sorted out the computer takes control of any other teams remaining and the footy matches can begin proper.



WCC plays similarly to *International Soccer*, being viewed panoramically in 3D with the game played over a three screen long pitch which scrolls with the ball. At the beginning of the match the two teams beetle out of the dressing room and make their way to their various positions on the pitch. When they're all ready the match begins. You're given control over the man nearest the ball and you can move him anywhere on the pitch. If the ball falls to his feet he automatically dribbles it until you press the fire button, which makes him kick it. The opponent's player can steal the ball when it's in your possession by simply running into you, forcing you to have to steal the ball back. If the ball isn't in your possession and the fire button is pressed control is handed to the player nearest the ball (useful if your man currently under control is far away from the ball).

When your opponent gets the ball anywhere near the goal your goalkeeper is automatically under your control, allowing you to make him dive left or right. Set pieces such as corners, throw-ins and gaol kicks are automatically taken for you by a helpful team mate, although penalties are taken by the player. The game is played over a simulated 90 minutes with a short break at half time. When the match finishes your score is shown along with the others and you're put through to the next round if you qualify. The game continues in the same way through the semi finals to the finals, the winner of which is shown a representation of the Jules Rimet cup and proclaimed the winner.



World Cup Carnival *is here at last, and what a load of complete and utter crud it is. I thought that US Gold had something really special for us football fans, but no. Just a recycled copy of Artic's pathetic* World Cup II. *The game plays so incredibly badly it's not true — when you have a player under your control the rest of your team mates don't move a muscle — they just stand there like dummies. The set pieces taken by other players are a complete joke — they just bung or kick the ball completely at random giving you no chance to play properly. Speaking of playability the whole game is incredibly simple and I whizzed through the rounds and won the world cup with ease — an ardent* International Soccer *fan would have even less trouble. The graphics are awful with totally pathetic animation and wobbly scrolling and the ball moves like it was filled with water. The sound is pathetic too and the tune which plays throughout the game is annoying, repetitive, unimaginative and abysmal. Even if you're a football fan don't go out and buy this hyped drivel, get* International Soccer *instead, it's infinitely better.*



Commodore's International Soccer *is great, which is more than can be said for the real thing. I don't like football. And I don't like* World Cup Carnival *either. Crap is a word that sprang to mind many a time while I was playing it. The graphics are, on the whole, crap. Twenty two chunky hunchbacks hobble around a football pitch with seismic problems, whilst a random selection of pixels pretends to be a crowd — and rather badly at that. Ugh. The music played throughout the game is also crap, and would make Rob Hubbard turn in his proverbial grave. But the crappiest thing about* World Cup Carnival *is the game itself, which is basically Artic's* World Cup II *with a few minor changes. Beneath the glossy wallchart and cloth badge ('ooh look, mummy, please can you sew it on?') packaging there is, quite simply, a pile of crap which you could smell a mile off. Avoid this game at all costs.*

Along with *WCC* comes some impressive and very glossy packaging. First there's a poster informing you of lots of World Cup trivia. There's also a free competition for you can enter with a CD player as first prize, a World Cup wallchart and stickers, poster size instructions and a World Cup sew-on badge.

Presentation 92%
Very glossy packaging with posters etc but it's a bit like a rosy red apple full of maggots.

Graphics 24%
Fat wobbling sprites and jellyoid scrolling.

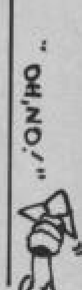
Sound 29%
A revolting tune which makes turning the volume switch to its minimum a joy.

Hookability 34%
Initial interest may be generated by World Cup fever . . .

Lastability 21%
But the simplicity and poor quality of the game soon quashes that.

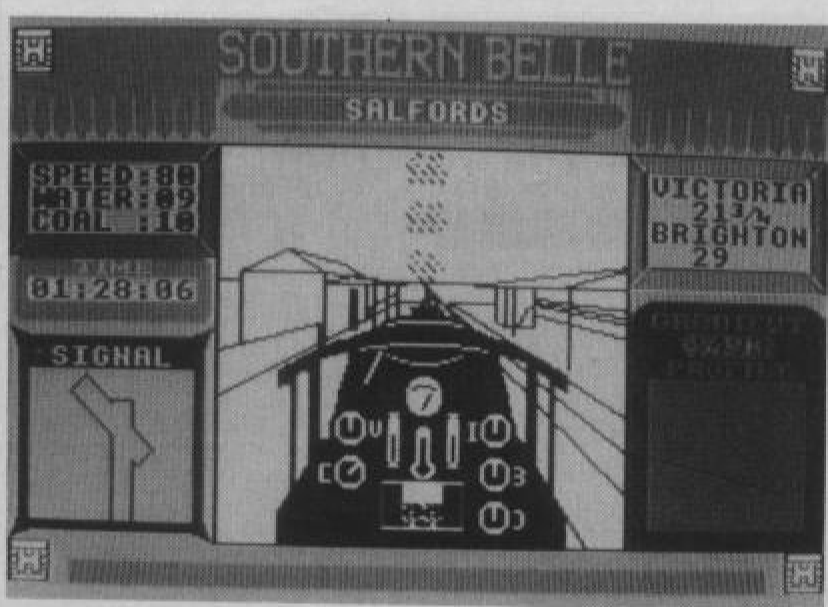
Value For Money 13%
Ten quid is very steep for a few glossy posters and a feeble footy game.

Overall 11%
Hyped drivel which should be thrown into a deep dark hole and left to die.



SOUTHERN BELLE

Hewson, £7.95 cass, keyboard only

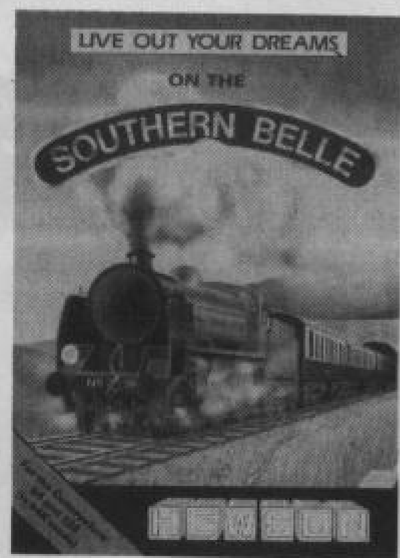


To be honest, I think this game was thrown at me because nobody else knew exactly what to do with it. It isn't every day we get steam train simulations to look at. This one has been around for some time on other machines but only now have Hewson given it a belated debut on the Commodore.

The package consists of a fold out instruction booklet, historical notes, an explanation of how a real steam engine works and the game itself, all packed into a medium sized cassette case. The game is a simulation of the famous engine that used to make the London to Brighton run during the early 1930s.

The manual clearly explains the controls and contains a map of the route the train must take, listing all the stations along the way. Coupled with the explanation of the inner workings of the locomotive, the player can soon gain a firm grasp of the purpose of each control. To make things easy, however, various options are available once the game has loaded, which allow limited control of the train. This way, the computer can look after certain areas of operation while the player gains familiarity in other areas.

Various types of run are also available. The player can select timetable runs, stopping at each of the stations in turn, non-stop



runs or attempt to break the speed record from Victoria to Brighton in the record breaking run. Different runs assume difficult loads and variable schedules to complicate matters for the player. There is also a 'problem run' which tests the player's abilities to deal with the various difficulties that may beset a driver. During any run, safety speed limits are imposed along various areas of the track. Thus a player's perfomance is judged at the end of the run in three areas; economy, safety and timekeeping. Finally, there is a demonstration run.

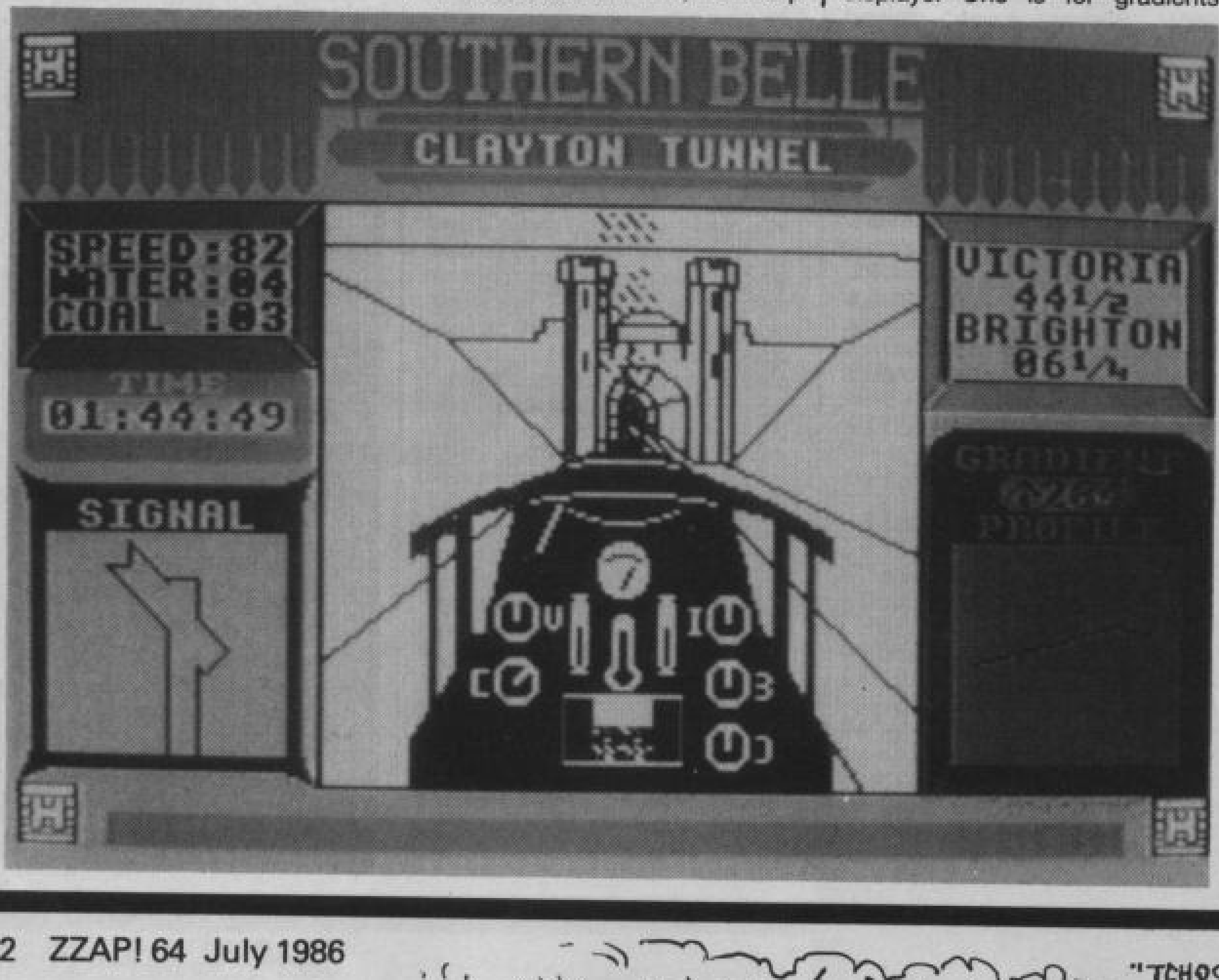
The main screen layout is dominated by the centre view which displays the controls of the engine and the view of the track ahead along with certain landmarks (such as Battersea power station), all shown as black and white line drawings. The graphics are not astounding but they do give enough information for the player to assess his or her surroundings. They are, unfortunately, a little jerky.

To the right of this area are two displays. One is for gradients showing, in both linear and numerical form, the gradient of the ground currently beneath the rails. The other displays the distance in miles from Victoria and to Brighton. Both displays are constantly updated throughout the run. On the left of the main display are three areas. At the top left Speed, Coal, and Water levels are shown. Below that is a realtime clock. In the lower left area, there's a signal display. At the base of the screen, scrolling messages appear to inform you of any problems.

The player can control the whistle, fire, regulator, brakes, cut off, blower, injector, firedoor and damper — all in all, pretty thorough control. The game has been cleverly designed in so much as it allows the player to gradually work up to the most complicated style of play whilst having variety in the intermediary period. There are all kinds of skills to be acquired from learning how to cope with emergency stops, handling signals and making the supplies of coal and water last to the relatively simple task of pulling into a station (especially at Brighton where the train will crash if you overrun).

There is no doubt that the author cares a great deal about the subject matter and, at the cost of lavish aesthetics, has developed a program that comes as close to demonstrating the real thing as any game will ever come on the 64. Unfortunately for me, that wasn't enough. I soon found the simulation tedious. There isn't the same sense of freedom you get in a flight simulator. What you do get was too limiting for my tastes. I suspect that this will only appeal to the afficionados of the era and subject. Having said that, you have to admire the attention to detail, right down to the differing intensities of puffs of steam and what they mean. For £8, Hewson can hardly be accused of asking too much.

Sean Masterson



Presentation 94%
Oodles of choice; all options as clear as day.

Graphics 70%
Clear, but slightly jerky and somewhat dull.

Instructions 88%
Well written and precise. The player should be able to get into the intricacies of steam engines without any difficulty.

Authenticity 91%
Excellent.

Playability 83%
Well, it is playable but some may find it monotonous.

Value for money 88%
Cheaper than a model train set . . .

Overall 88%
A superb simulation of a dull subject.

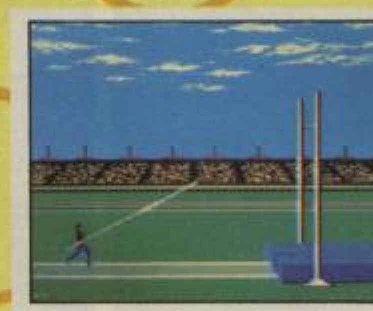


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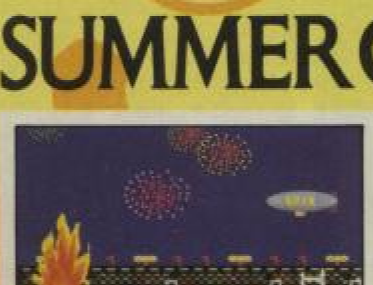
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- GYMNASTICS
- 100 METRE FREESTYLE
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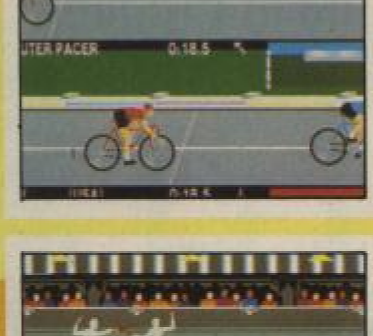




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THE ZZAP CHALLENGE





ENTER THE DRAGON

My pleasure circuits are still awash with pain as I begin to lay preparations for another head to head contest.

I am in foul humour. The foolish Penn is now forwarded by the ZZAP! so-called writers as their new champion — Ha! How can anyone take a man who wears girly nighties into the office seriously? I still cannot rationalise the idiosyncracies of these strange Earth beings, no matter how many extra logic circuits I call into play .

Dean Crane **from Newbury in Berkshire is the reader who, I am advised, stands the best chance at removing Penn from his new found perch atop the castle of championship. And Dean's credentials are impressive, I have to admit. He has clocked up 68,060 on** *Eidolon* **for openers, and 85,000 on** *Who Dares Wins II*. **A talented lad. A 45,000 high score on** *International Karate* **combined with 11,277 on** *Gribbly's Day Out* **means that Dean is some games machine! I arrange for him to bring himself to Ludlow on the appointed day, and warn him that** *Eidolon* **is to be the game.**

THE NIGHTIEMARE BEGINS

It is a dank and slightly dismal Tuesday on which Dean and his chaperone arrive in Ludlow. Today is the appointed day for what I trust will be Penn's defeat at *Eidolon*. Pausing only to note that Dean has brought his own joystick (yet another true professional) I down a couple more tablets of Circuit Flux to combat the pounding in my head that you Earth beings might refer to as 'a hangover' and order play to begin.

It has been decided, by tossing a circular piece of alloy of great value known as a coin, that Penn shall play as far into the game as he can first — with the aim of completing it and collecting as many points on the way as possible. Then Dean will have one attempt at bettering Penn's score — should he succeed, no more Penn as champion and maybe I will be able to look forward to an end to the ego ridden cacophony from the mouths of ZZAP! reviewers who feel they cannot be beaten.

One game, and one game only. No maps allowed and without practice games first, each combatant must enter the arena of the challenge and fight on. Penn begins:

The first nasty in the game is a Rotofly — and as might be expected, Penn mercilessly disposes of it and whizzes past to collect the red crystal with consummate ease. He treats the second nasty with equal disdain and picks up a green crystal in the process. Aha! A few problems with a Troll loom, but no, he is free and collects a blue gem before moving on to the Dragon. Bam, bye bye Dragon and the first level is complete with 2,120 on the Penn score.

Ooh.. Penn's concentration seems to be lapsing a little here — he loses a large amount of energy in combat with a Grep and is forced to search for more fireballs. These found, he despatches the Dragon guardian and collects a tidy bonus to finish the second level with a score of 5,010.

Level Three begins and Penn does some terminal damage to a Rotofly before encountering the Blue Liddon guardian. Not an easy obstacle to pass, it seems, and once more Penn loses energy and has to go in search of more fireballs. Time is wasted, time is wasted. The Dragon fights back, too, and after much effort Penn scrapes to the end of the level with 9,530 points in the bag.

Girly, for such is his nomenclature, has the Rotofly problem thoroughly organised and begins Level Four with ease — a single shot removes the airborne insect. He collects a blue crystal and then becomes somewhat disorientated, plodding round the labyrinthine playing area, quite obviously lost. He stumbles upon the fat two-headed Dragon and kills it with ease to conclude the level with 14,910 points. Hmm.

Another Rotofly dies, followed by a puffer which the girly one makes short shrift of: despite its token resistance it has soon disappeared, dead, never again to roam this mortal coil. A googly eyed Dragon being is next on the list and a pitched battle ensues with Penn emerging the victor to end the fifth level with 23,130. Things are going a little too well for this ersatz Champion-by-default.

Yet another Rotofly is sent into oblivion before a sproinging Troll comes up to do battle with Penn. He finds it difficult to land his shots on the form of the mutoid being, but eventually succeeds in killing it and moves on to argue with a Malloc. Ha! Penn is forced to retreat . . . he comes across a Dragon and is forced to retreat again . . . but the Malloc is there. HO! Penn has to restart the level. The first serious sign of incompetence on the part of the so called Champion warms the ooze that circulates through my hydraulic systems. This bodes well — could I soon have the pleasure of two consecutive defeats? I make a mental note to sample the delights of Harpic should victory be mine — an altogether milder conconction than mainline bleach.

Retracing his tracks in the game and starting level six for the second time, Penn does the usual with the Rotofly and moves on to the Malloc — which this times yeilds. Hearing the footsteps of an approaching Troll, Penn begins to do battle with a three headed Dragon. One head rolls, then another and the level ends with 31,530 in the Penn scorebag. Ugh.

Scampering around, to begin with rather aimlessly it appears, the preposterous Penn collects a few energy fireballs before encountering a Biter Bird and destroying it. On towards the black Dragon he trundles and starts what turns out be a real slogging match as fireball after fireball is exchanged. At last, he despatches his scaly opponent and breathing a sigh of relief he moves on to the final level with 41,270 points behind him.

Going for the main chance — game completion — Girly shows his mettle and aims directly for a very unpleasant seven-headed Dragon beastie that Rignall is too dim to remember the correct name for. Waves of satisfaction pervade every atom of my composite being as Penn and his craft are destroyed

CHALLENGE CHAL

after a few seconds of frantic action, 62,500 points is the target for my worthy challenger to aim for — surely he can do it?

DEAN TAKES THE CHAIR

Bleating feebly about having played more successful games of *Eidolon*, Penn retires to the kitchen and prepares himself a foul brew of dark brown liquid. Normally he would command Liddon, who labours under the archaic title of Tea Minion, to prepare such a beverage. He must be disappointed with this performance, and I feel confident that Dean will be able to outclass the nightie-swathed 'nonce'.

Dean steps forward, plugs in his Quickshot II and begins the game snatches the red crystal, and moves on to kill the Biter Bird before appropriating the blue crystal. Once again, he has little difficulty when it comes to defeating the Dragon that guards the exit to the level and leaves with 8,910 points — he has lost the lead he built up in the first section of the game. Penn had a few hundred more on the meter at this stage, but I dismiss negative waves, reminding myself that this is yet early days . . .

The third level commences, and once again Dean chooses to freeze the Rotofly and collects a red crystal. Killing the Bottleneck he acquires the blue crystal but gets hit by a red fireball — not good, not good. Shooting the Troll for a green crystal, Dean goes for the Dragon and exits with a total of



Super confident, the ever smiling Penn struggles to keep abreast. Dean Crane simply isn't impressed.



that should bring me a resounding victory. I espy a different overall tactic in Dean's style of play almost instantaneously. Despatching the Biter Bird on level one, he goes for the crystal it defends and then freezes the Rotofly in order to collect the red crystal. Hmm. Now he avoids the Troll and gathers up the blue crystal. Very interesting. A flurry of combat follows, in which the Dragon dies, then the level ends with 3,920 points on the clock — nearly 1,800 in front of Penn at this stage.

Good. Good — my early elation takes a firm hold and I feel the reciprocal action of the pleasure I sense lies around the corner with another victory to my challenger begins to nullify the effect of the chlorine hangover. Good, good. Dean freezes the Rotofly and 14,010 points: a clear 5,000 ahead of Girly at this stage.

Level Four, and Dean freezes time almost immediately by collecting a blue fireball. Sadly, he takes a few hits from moving red fireballs but no major problem is caused, I remind myself, as he waits for the Puffer Bird to wake up. Dean kills it skillfully and takes a red crystal as reward — then he is hit by a rebounding yellow fireball: a clear indication of over-energetic use of the fire button. Never mind, he soon kills the Malloc and moves on to the Dragon, attaining the end of the level with 19,390 points. At the halfway stage Dean has held on to his lead of almost 5,000 points. Could this prove to be a comfortable margin? There is more to come, much more and plenty of opportunity to fall

A typical Pennurious tactic — seat the challenger in his 'Black Hole' — otherwise known as the ZZAP! Assistant Editor's desk! The confusion of paperwork fails to faze Dean.



LENGE CHALLENGE



behind again . . .

A bad start to the fifth level ensues, almost fulfilling my pessimistic quasi-prediction. Dean is hit by a newly formed yellow fireball before he turns the corner to freeze the Rotofly and seize the green crystal. Then he has some problems with the Rotofly as it wakes up . . . Changing it to a Puffer Bird, he manages to blast it successfully. Ignoring the Polyps, Dean goes for the Dragon and despatches it with ease, departing from the level with a total score 26,440, still three and half thousand points ahead of Girly's score at the same point in the game, but still in the lead . . .

before removing it from existence and collecting another crystal. And another red fireball hit home. Dean shoots another red fireball and collects the resulting golden mass of energy, but loses the energy gained when he is hit again. Aah. The Dragon proves a worth opponent, and after much effort has been expended on both sides, Dean finally emerges into the eighth level as the victor. He has 42,520 points to his credit — less than a thousand points ahead of Girly Penn at this stage, with 62,500 to beat. Can Dean pull this one off? I tense my form as I sit bolt upright in the hoverchair. I shall know the outcome shortly . . .



Liddon, Kean and Frey (obscuring the eternally 'nice' Paul Sumner), discuss somnething of Great Import as the challenge progresses.

Score keeper Rignall looks on impartially as Penn plays preposterously.

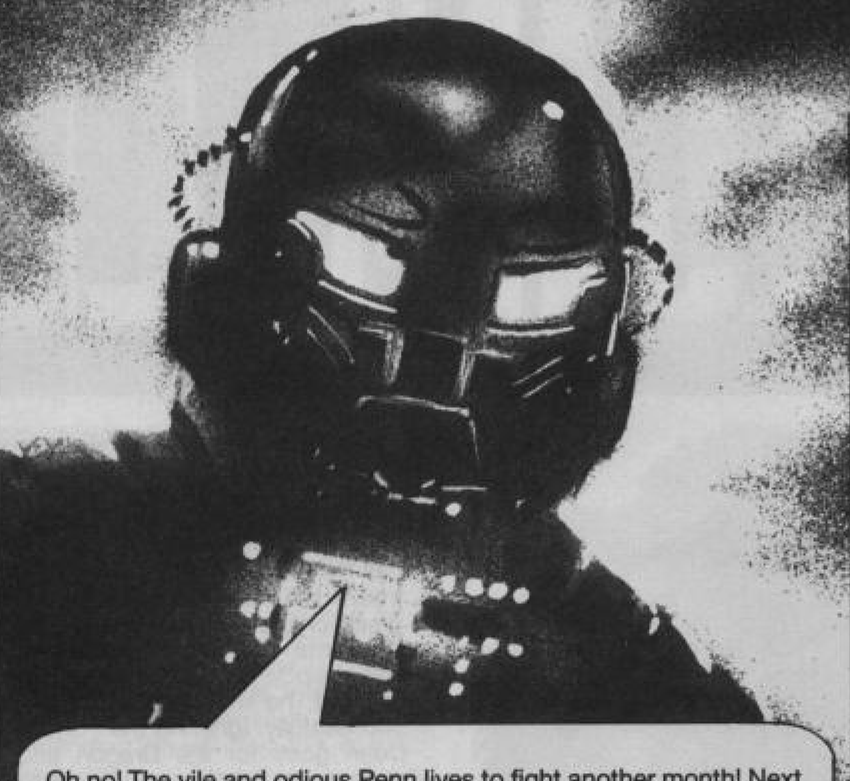


Freezing time very quickly indeed, Dean goes straight for the Malloc, killing it and taking the blue crystal. Several red fireballs hit home and inflict energy sapping damage to Dean's craft during combat with the Dragon on this, the sixth level . . . his energy reserve is dwindling but he hangs on in there and leaves the level without too much difficulty, taking a total of 33,660 points with him. His margin has slimmed a little further, but Dean is still out in front.

The seventh and penultimate level begins. Combat with the Puffer Bird results in death for the avian nasty but Dean takes another hit from a red fireball — once again too much use has been made of the Quickshot's fire button. He goes for the Biter Bird, waiting patiently for it to wake up

Level eight begins. Dean collects crystals galore: he's obviously going for all of them. Can he pull this one off? The big Dragon suddenly appears and the fight begins. Dean is having problems as energy runs low, but he's hanging on admirably. Can he do it? Oh continue, continue Dean — humiliate that Girly creature with a foolish hairstyle for me. Nooooo! Dean expires. 55,950 is his final score. A mere 6,500 points behind Penn, who is smirking visibly.

I cannot countenance further humiliation and have to retire rapidly to my craft. The Regeno Unit, I am sure, can purify my vital fluids and remove the last traces of the poisons that haunt my system. No more Domestos for The Scorelord for many an Earth month, I fear.



ACE (Cascade)
34,720 A H Bland, [illegible], N'humbs
23,440 Stuart Hudman, Cirencester, Glos
20,930 Steve Peverall, London W3
19,900 Neil Witton/Steve Smith, Luton, [illegible]ds

BOMB JACK (Elite)
19[illegible] [illegible] Pearson, Washington, [illegible]
[illegible] John Crofts, Heywood, Lancs
[illegible] Latch, Long Stratton, [illegible]
[illegible] Chung, Tavistock, Devon
[illegible] Williams, London [illegible]
[illegible] Degville, [illegible]
[illegible] Aitchinson, [illegible]
8[illegible]

[illegible] MCGIUGAN'S [illegible]
[illegible]

COMMANDO (Elite)
20,105,300 Leo [illegible], Norwich, Norfolk
12,851,900 Asit Sh[illegible], London [illegible]

ELEKTRA GLIDE (English Software)
207,872 Chris Ho[illegible], Exmouth, Devon
197,654 Stephen [illegible], Blackpool, Lancs
189,905 Leo Silbert, Norwich, Norfolk
183,600 Richard Downer, Rayleigh, Essex

ENCOUNTER (Novagen)
815,500 Stephen Bridgeett, Wythenshawe, Manchester
702,000 Gareth Owen, Winsford, Cheshire
438,500 Andy Clifford, Aylestone, Leics

GRIBBLY'S DAY OUT (Hewson)
12,986 Colin Thompson, Edinburgh, Scotland

INTERNATIONAL KARATE (System 3)
45,900 Julian Rignall, ZZAP!
45,800 Mick O'Reilly, Rishton, Lancs

KUNG FU MASTER (US Gold)
3,643,192 Gareth Owen, Winsford, Cheshire
1,842,118 Paul Finn, London E17
601,805 Andrew White, Melksham, Wilts

KORONIS RIFT (Activision)
107,820 Colin May, Hollesley, Suffolk

KANE (Mastertronic
97,910 Gareth Owen, Winsford, Cheshire

LAW OF THE WEST (US Gold
6,291 Leo Silbert, Norwich, Norfolk

MERCENARY (Novagen)
1,909,000cr R S H Way, Borehamwood, Herts
1,909,000cr Derek Doran, Dublin 20, Eire
1,909,000cr Fraser McMillan, Barrhead, Glasgow
1,904,000cr [illegible] Ember, Wembley, Middx
1,869,000cr [illegible], Andover, Hants
1,803,000cr [illegible], Stourport-on-Severn
1,409,000cr [illegible]

Oh no! The vile and odious Penn lives to fight another month! Next month I will be scouring the highscore tables to call up a challenger of the highest calibre to beat the smug faced ZZAP! champion. He must not win again.

I often consider the fact that a majority of the participants in the human race are devoid of a brain. My observation was further enforced after I recieved a very abusive letter from an obviously deranged **Colin Redfern** who lives in Heywood, Lancashire. In his pitiful scribblings he whined that I hadn't printed his score for *Uridium*. Well, Colin, your score just wasn't good enough to be included in the elite ranks of highscorers. You see, the lowest score last month was 299,000 and your claimed score was 150,000. If you had but an ounce of intelligence you would have realise that your score wasn't as big as that, and therefore it wasn't included. Perhaps if you pursued a course at an establishment of education you'd realise that. And perhaps completing such a course would also improve your appalling spelling.

Until we meet again, farewell . . .

THE SCORELORD SPEAKETH

[illegible]
[illegible]

PING PONG (Imagine)
[illegible]

ROBIN OF THE WOOD (Odin)
[illegible]

ROCK 'N' WRESTLE (Melbourne House)
[illegible]

REVS (Firebird)
[illegible]

[illegible] Simon [illegible], Wirral, Merseyside
[illegible] John [illegible], Ballymena, Co Antrim

RESCUE ON FRACTALUS (Activision)
420,990 Gareth Owen, Winsford, Cheshire

RAMBO (Ocean)
10,[illegible] Richard [illegible], Sudbury, Suffolk
6,[illegible] [illegible], Pinner, Middx
2,[illegible] [illegible], Ampthill, Beds
1,[illegible] Larry [illegible], Balsall Common, Coventry
1,[illegible], Hartford, Cambs
1,[illegible]
1,238,600 Neil Coll[illegible], Cambs
1,224,300 Philip [illegible], Washington, Tyne and Wear
1,124,800 Craig Colhart, Auchterarder, Perthshire
803,300 Simon Stayson, Hemel Hempstead, Herts

RAGING BEAST (Firebird)
[illegible]

RETURN OF THE SPACE WARRIORS (CRL)
99,600 Julian Rignall, ZZAP!

SCARABAEUS (Ariolasoft)
[illegible]
7[illegible],230 Peter [illegible]

SCROLLS OF ABADON (Americana)
23,[illegible] Julian Rignall, ZZAP!

STARQUAKE (Bubble Bus)
[illegible] Steven Medcroft, Rayleigh, Essex

SPINDIZZY (Electric Dreams)
JEWELS COLLECTED:
78% Robert Troughton, no named abode

SKOOLDAZE (Microsphere)
76,670 Scott Moore, Fixby, Huddersfield
29,800 Alex Wilson, Hemel Hempstead, Herts
29,080 Gareth Owen, Winsford, Cheshire
23,720 Adam Balcombe, Kings Norton, Birmingham

SLAMBALL (Americana)
413,780 GL and JR (team effort), ZZAP!
337,450 Gary Liddon, ZZAP!
230,300 Julian Rignall ZZAP!

THRUST (Firebird)
92,500 Mick O'Reilly, Rishton, Lancs
85,100 Julian Rignall, ZZAP!

TRANSFORMERS (Ocean)
18,052 Richard Lemon, East Grinstead, Sussex
12,599 Stefan Wilson, Markfield, Leics
11,675 Stephen Aston, Willenhall, W Mids
6,045 Harry Hea[illegible], Knutsford, Cheshire

URIDIUM (Hewson Consultants)
[illegible], 3[illegible] Ostykke, [illegible]
[illegible] Benfleet, Essex
7[illegible] [illegible] Bennett, Stockport, Cheshire
653,195 Philip Richardson, East Boldon, Tyne and Wear
525,250 Weetangera, Australia
505,740 Chris Wilson, Ferryhill, Co Durham
417,630 Richard Andrews, Stoneleigh, Surrey
364,310 Craig Lunney, North Barr, Erksine
347,170 Erik Andersson, S-44400 Steingsund, Sweden
340,585 Andrew Funnel, Watford, Herts

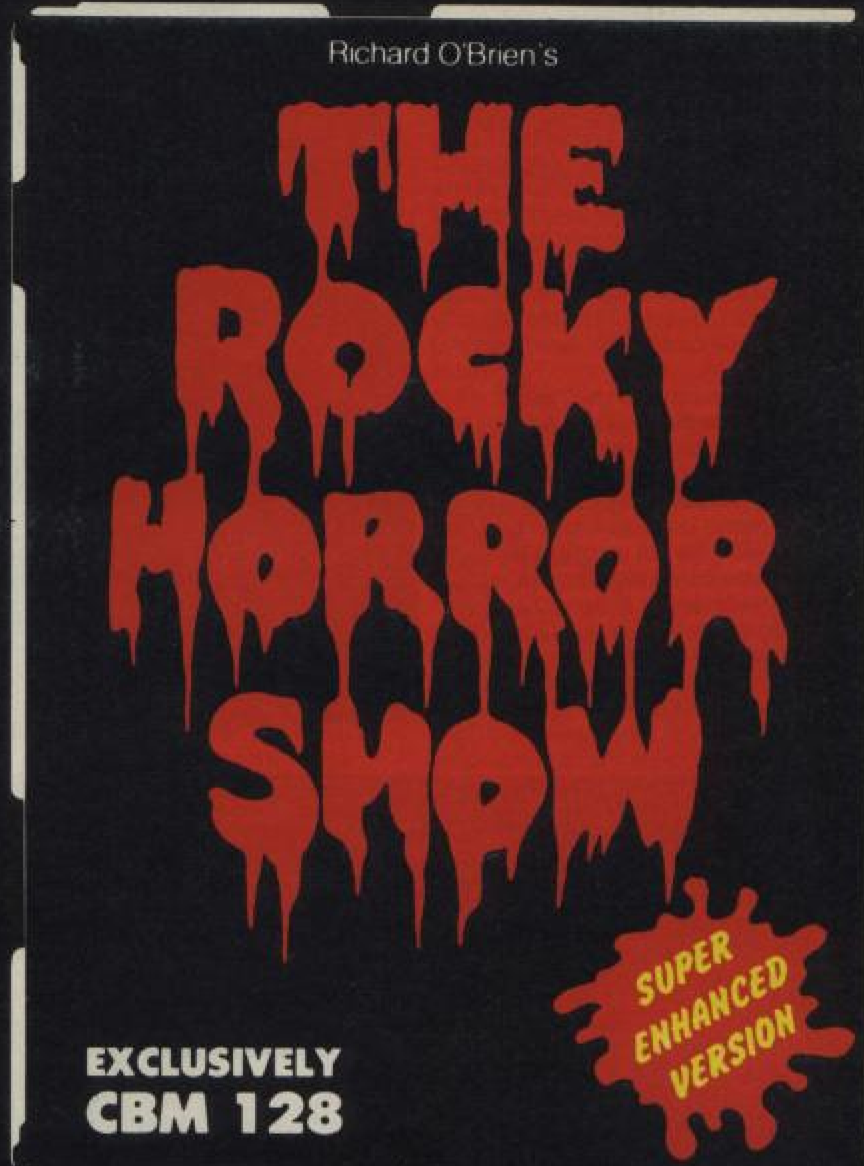
V (Ocean)
20,860 Terry Watson, Hitchin, Herts
12,900 Peter [illegible], [illegible], East Sussex

YIE AR KUNG FU (Imagine)
[illegible], Perthshire
15,790,500 Jason Whitely, Slough, Berks
15,210,800 Allan Ennis-Jones, [illegible], W Sussex
10,318,900 Stephen Wax[illegible], London W12

Z (Rhino)
225,300 David Wright, Hull, N Humber
125,350 Michael Pearson, Washington, Tyne and Wear
118,900 [illegible] Allen, [illegible]

All you highscoring girls and boys, send your score(s) unto me. A postcard, [illegible] this transmission or the [illegible] will do fine. What I want to [illegible] your score, level reached, time taken and any other relevant details [illegible] the better. Then put your name, address and telephone number (just in case I want to contact you) and send it all to: **ZZAP! CHALLENGE, ZZAP! 64, PO BOX 10, LUDLOW, SHROPSHIRE, SY8 1DB.**







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CRL

Although 'Sunday computer art' is not quite in my line of criticism, I consented to have a quick look at three 'works' undertaken by the ZZAP! reviewers done with the aid of MOUSE AND CHEESE. To be entirely frank, the results undoubtedly say more about the psyche of the individuals concerned than anything about the art utility involved.

Brigitte van Reuben



Countdown to Chernobyl by Gary Liddon
Mr Liddon has chosen a subtle palette to underwrite the strength of the containment dome (a feature sadly lacking it seems from the real thing) and the sharp delineament of the explosion. The added comic strip device of the word BANG, clearly shows that this is not from the artist's more mature period . . .

CAT GAM



My Dream House in the Country by Julian Rignall
Taking his influence from the post-Impressionists, this view of an arboreal abode by Rignall has clear links to the bravura drawing of the French master, Cezanne. The artist has made good use of the strong crayon effect possible and could well be the founder of a new school — Barrattism.



Squiffy the Bear (Bare) by Gary Penn
What we have here is a variation on the theme of 'Olympia' by Manet (completed 1863 and exhibited in 1865, it caused an immediate scandal and shocked the art world). Penn's elegant line emphasises the sensuous pose of his model, combining softness and strength by setting the figure against an enigmatic background. One of the last and most masterful of this artist's 'bear' period, the canvas should fetch a fortune at Regent's Park Zoo.

GARY LIDDON has long been considered an artist when it comes to making tea, but so far his fluency with the paint brush has remained an enigma. Still, he knows all about cheese butties and has been a keen rodent catcher in another incarnation, so it seemed logical enough to get him to take a look at MOUSE AND CHEESE, the new hardware/software package from EUROMAX

Okay I might as well get all the puerile mouse jokes out of my system now. First the straight mouse joke:
Q: What squeaks and is attached to a computer?
A: a mouse.
Next the technical mouse joke: Q: What *nybbles* and is attached to a computer?
A: a mouse — and finally the alternative mouse joke:
Q: What is really an upturned trackball and attached to a computer?
A: Dwight Eisenhower.

and MOUSE
MES

Well with those little jollities out of the way that other mags insist on reprinting any time a company dares to bring out any rodent based hardware, I'll now be able to tell you all about *The Mouse and Cheese* from Euromax.

For all of you out there experiencing severe techno envy as the new 16 bitters flood the hardware market with their ever—so—trendy icons and pretty pretty graphics, Euromax's *Mouse and Cheese* could be just the bit of hardware you're looking for. The system comes in two parts and the 'Mouse' bit is, surprise surprise, a mouse, while the software, in a continuation of the silly insistence to label inert objects with cutey cute names, is called 'Cheese'. First the mouse:

MOUSE

Well this really is a bit of quality hardware. Unlike other models I have seen available for the 64 and other machines it is **analogue**. Some manufacturers cheat by making their mice digital and as a result they handle very badly indeed. Analogue is cool and means that when you whizz the mouse across your desk at great speed the pointer on the screen mimics your speedy movements almost perfectly. An analogue mouse not only comprehends direction but it can also sense speed of movement. A digital mouse only senses directions and as a result even the most artistic flourish will produce not curves and twists but diagonals and straight lines. The Euromax analogue mouse is a very good one.

The quality of construction is high indeed — we took it apart to find the main ball underneath the mouse to be of plastic coated metal pushed against two potentiometers, one for each axis. There's also a stabilising wheel to keep the ball's position constant. As well as the actual rolly mouse bits there's also a couple of fire buttons on top of the animal. The 64 has quite good analogue to digital converters in both joystick ports so to use your new rodentoid add-on just slot it into port two. That's all that can be said about the hardware really as, after all, it's only a mouse and unless you intend to prog your own software there's not a lot you can really do with it. As with most hardware add-ons it's the software that really counts.

CHEESE

Cheese is an implementation of about the most useful thing a mouse can be used for — it's an art package, working in the Commodore's high res multi-colour mode. From here it's possible to have up to four colours in any particular colour square chosen from the 64's quite complete range of 16 hues. The whole package is icon based and to see how 'user friendly' it is I used the usual reviewers' acme standard test and decided to ignore the instructions, plunging straight in instead. Even though I've often regarded such 'easy peasy even a cat could use it' claims for such packages as a bit exaggerated I found myself doodling away within a matter of seconds after scrutinising the sensibly defined icons.

There are a row of seven icons to the bottom left of the screen and these are the command icons giving access to *Cheese*'s various abilities. These seven can be cycled through the four different sets of commands allowing you to use all twenty eight of the software's functions. Next to this set of icons is a command box containing three different piccies that coordinate the whole show. The first is a mouse, and clicking on it cycles the command icons through their four sets of seven commands. When a command is selected a copy of the command icon is placed over the mouse so you know where you are. In the middle is a pattern icon, click your mouse over this little doobrie and it cycles through the inbuilt patterns that range from cross hatch to diagonals.

When accessing a command such as **fill** *Cheese* uses the pattern selected as mask. Even though there is a comprehensive selection of 30 different patterns it's a shame that no pattern edit facility is supplied. The third icon in this little sub-section is a cat and when selected it 'scares away' the mouse's last operation. Really just a cute way of performing an **undo**.

The functions supplied by *Cheese* are quite comprehensive but I'll start with easy ones. To select a function just position the pointer over the required icon and click the select key. All you have to do then is drag the pointer onto the main screen and execute that function to your heart's desire. The first command any end user is bound to try out is the straight forward **draw** one as the first thing anyone does when given such a piece of technology is try and scribble their signature on screen.

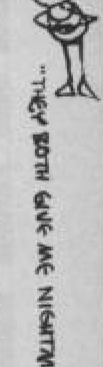
When the draw icon is selected, or any option that needs to have a colour selected, the complete set of Commodorian hues pop into view and one of them can be chosen. Throughout operation of *Cheese* the default colour is shown in the border. With ordinary drawing there are three thickness of pencil that can be chosen and if you want to draw like a three year old then there is a thickness for you, the results bear more than a passing resemblance to Berol crayons.

Probably the next most fun to use are the **box** and **ellipse** functions that perform exactly what their names imply. With box just place the pointer at the start position and hold down one of the mouse's buttons. Moving the pointer from there draws a box with two opposite corners defined by the pointer and the start position. Wiggle the rodent around until a desired box is achieved and then let go of the button to indelibly etch the image onto canvas. Ellipse requires the bottom right quadrant of the desired ellipse to be defined. It may sound a little complex but it's really quite easy, just plonk peter pointer in an appropriate place and then define a box for the lower right hand side of the ellipse. Letting go of select then puts *Cheese* into ellipse drawing mode. There are two ways of using these most handy facilities — one is to have them just produce a line outline of the required shape while the other is to have a filled in shape. The box or ellipse is filled with the pattern selected as well so some very pretty effects can be created.

Other goodies included are a very usable **zoom mode** for close up pixel pounding, a symmetry selector that allows operations to be copied across various axes on the canvas, colour changing within a block, block move and copy, line drawing and many others that should keep even the most hardened digital Degas amazed for a fair long time.

CHEDDAR OR STILTON?

Mouse and Cheese is the best package of this sort I've seen to date, it's only real disadvantage is the rather large price tag. If, however, a computer artist you are then after playing around with it I'm sure you'd easily find a justification for the investment. The hardware and software is of an excellent quality and it's nice to see how much effort has gone into the design of both as it's often the case that adequate hardware is let down by inadequate software backup. Overall I must admit on this occasion to being surprised by the value of a type of ultility and hardware I've oft considered as gimicky. Though undoubtedly pretty and cute, *Mouse and Cheese* is also very workmanlike and proves to be of infinite usefulness.



Mouse and Cheese hardware and software, is available now, price £64.95. If you can't find it in your local computer shop, Euromax are at Pinfold Lane, Bridlington, North Humberside YO16 5XR, Tel: 0262 60100





It sure is good to be back in the comfort (!?) of the office after a hectic three days at the Commodore show. It all went very well, and it was great to actually meet some of the faces from CNET (you know (and I don't mean this in a derogatory or detrimental way), it really is amazing how different people look compared to how you envisaged them).

Anyway, there was some deliberation as to whether the *Uridium* POKEs printed last month, worked or not. I certainly haven't had any problems with them, but I wonder if some copies of the game differ slightly, thus affecting the effect of the POKEs . . . Hmm.

Oh yes, before I forget — Novagen are bringing out a *Mercenary 1.5* — called *The Second City* — to satisfy bored *Mercenary* players! Aaaaamazing, but true! By loading in a special 'saved game' you will find, on playing, that there is a second city to explore on the other side of the planet! Sounds good to me. It will cost £5.95 on cassette and should be available very soon.

Ah well, on with the tips . . .

CRAZY COMETS (Martech)

Dig deep into your software library and take out a copy of *Crazy Comets*. Stick the cassette in the tape deck, rewind it and type in this listing from **Andrew P Scouler** of Totton, Southampton . . .

```
10 PRINT CHR$(147)
20 FOR I=4096 TO 4125:READ
A:POKE I,A:NEXT
30 PRINT "PRESS ANY KEY TO
LOAD CRAZY COMETS"
40 GET A$:IF A$="" THEN 40
50 SYS 4096
60 DATA 169, 1, 170, 168, 32, 186
70 DATA 255, 169, 0, 133, 183, 32
80 DATA 213, 255, 169, 76, 141,
149
90 DATA 3, 169, 226, 141, 150, 3
100 DATA 169, 252, 141, 151, 3,
96
```

Type **RUN (RETURN)** and follow the instructions on screen. When the 64 resets, enter any of the following:

SYS 24809 (RETURN)
POKE 780,0 (RETURN)
SYS 24743 (RETURN) to hear the in-game music

SYS 24809 (RETURN)
POKE 24756,56 (RETURN)
POKE 780,0 (RETURN)
SYS 24743 (RETURN) to hear the hi-score table music

POKE 40362,234 (RETURN)
POKE 40363,234 (RETURN)
POKE 40364,234 (RETURN) for infinite lives

Andrew said that to start the game SYS 26386 (RETURN), but it didn't work. Fortunately, the author of *Crazy Comets*, **Simon Nicol**, was on the phone recently and gave a few POKEs of his own . . .

POKE 40285,76 (RETURN)
POKE 40286,35 (RETURN)
POKE 40287,153 (RETURN)

. . . along with how to start the game: **SYS 24882 (RETURN)**

POSTER PASTER (Task Set)

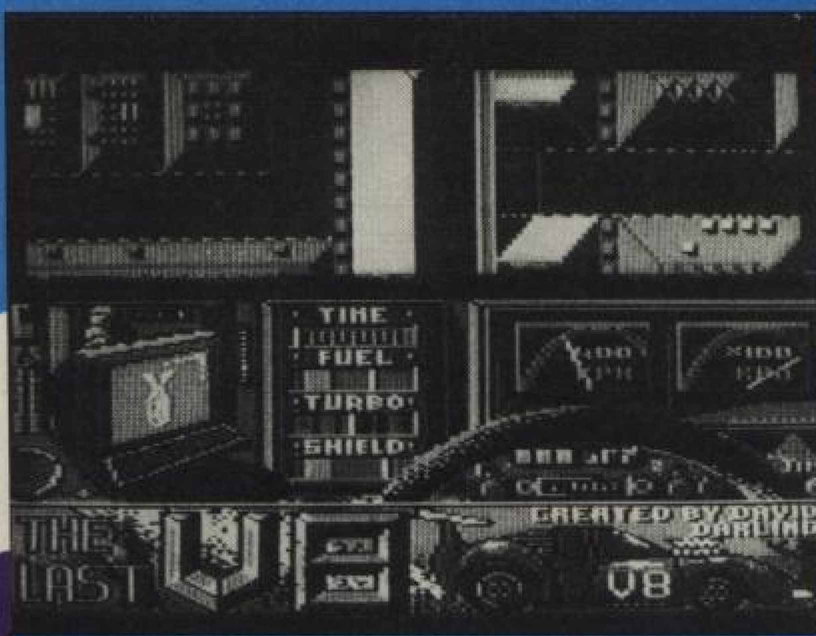
You, yes YOU, too can have up to 255 lives at your disposal. 'Weally?', I hear you cry. Yes, really. Type in this listing, as supplied by Gary Saunders (good old Gazza) . . .

```
10 FOR A=0 TO 52:READ
C:POKE 52224+A,C
20 T=T+C:NEXT
30 IF T<>5831 THEN PRINT
"ERROR IN DATA":END
40 SYS 52224
50 DATA 169, 1, 170, 168, 32
55 DATA 186, 255, 169, 0
60 DATA 133, 183, 32, 213
65 DATA 255, 169, 27, 141
70 DATA 237, 3, 169, 204, 141
75 DATA 238, 3, 76, 81, 3
80 DATA 169, 40, 141, 74, 4
85 DATA 169, 204, 141, 75, 4
90 DATA 76, 0, 4, 169, 248
95 DATA 141, 27, 7, 169, 252
100 DATA 141, 28, 7, 76, 0, 7
```

Now type **RUN (RETURN)** to load the game. When the 64 resets you can enter this POKE:

POKE 17826,(0-255) number of lives **(RETURN)**

SYS 37874 (RETURN) starts the game.



THE LAST V8 (Mastertronic/MAD)

At last! POKEs for this budget wonder (I've always wondered why they bothered to release it) thanks to **Gary Saunders** of Lexden, Colchester, Essex. Plonk your *Last V8* cassette into the 'player', rewind it and type in the following:

POKE 43,200:LOAD (RETURN)

Now press play on tape and when 'SYNTAX ERROR' appears, enter these POKEs . . .

POKE43,1:POKE 2152,248:POKE 2153,252:RUN (RETURN)

When the 64 resets you can type in some cool POKEs . . .

POKE 7149,173 (RETURN) for infinite time
POKE 7326,173 (RETURN) for infinite fuel
POKE 7858,173 (RETURN) for infinite shields

SYS 3328 (RETURN) to start. The POKEs make the going a little easier, but they don't improve the quality of the game.

PARADROID (Hewson)

Paul J Johnson from Liverpool wrote in to say that he: 'didn't think much of the *Paradroid* POKEs in the April issue (no sprite collisions — great! How do you transfer?), so here is a superior set for your delectation. They allow you to become impervious to lasers and bullets, and leap tall buildings in a single bound etc, but you can still KILL other droids and go into transfer mode. There are also a few amusing side effects, for example, some droids explode on contact, others spontaneously combust off-screen, and some attempt to blast you only to either blow themselves to bits, blow some-droid else to bits, or succeed in merely singeing the old paintwork slightly with no loss of energy on your part. But — beware the dreaded disruptor!'

So, type in and save the following listing to CASSETTE:

```
10 POKE 28640,76:POKE
28641,0:POKE 28642,77
20 FOR T=0 TO 20:READ
A:POKE 19712+T,A:NEXT
30 SYS 4096
40 DATA 173, 30, 208, 133, 79
50 DATA 16, 11, 173, 46, 208
60 DATA 201, 241, 208, 4, 169
70 DATA 127, 133, 79, 76, 229,
111
```

Get your *Paradroid* cassette and put it in the 'player'. Rewind the cassette to the beginning and load it as usual, BUT — and this is a very important 'BUT' — when the 'FOUND PARADROID' message appears, hit RUN/STOP instead of the CBM key to stop loading. Now type in directly . . .

POKE 964,76:POKE 965,102:POKE 966,254:SYS 849 (RETURN)

Paradroid will now load. When the 'READY' prompt appears, type in the following:

POKE 49152,0:POKE 44,192:POKE 56,208:POKE 52,208:NEW (RETURN)

Then LOAD the previously saved program and type **RUN (RETURN)** to start the game. You will now be virtually invincible, so get cut there and kick ass!

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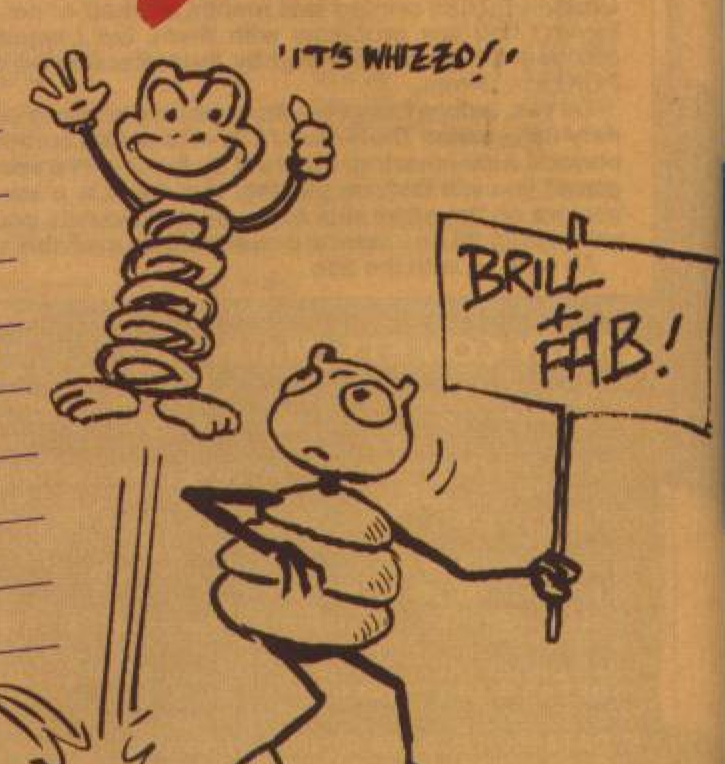
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FINDERS KEEPERS (Mastertronic)

Once again, Colchester's very own **Gary Saunders** comes to the rescue, with yet more POKEs to please. Enter this POKE:

POKE 43,200:LOAD (RETURN)

When 'SYNTAX ERROR' appears, enter the following:

POKE 43,1 (RETURN)

20 POKE 49332,248:POKE 49333,252:SYS 49152 (RETURN)

Now type **RUN (RETURN)** to load the game. When the 64 resets, you can enter this handy POKE . . .

POKE 29791,0 (RETURN)

. . . followed by **SYS 40083 (RETURN)** to start the game.

ACTION BIKER (Mastertronic)

A POKE (or two) for infinite lives, courtesy of Paul C again. Grab a copy of *Action Biker* and bung it in your tape deck. Rewind the cassette and enter the following:

POKE 43,255:LOAD (RETURN)

When 'SYNTAX ERROR' appears, type in . . .

POKE 43,1 (RETURN)
135 POKE 19287,47 (RETURN)

. . . followed by **RUN (RETURN)**. The game will load and run automatically, and all them luverly lives are yours for the wasting.

ARC OF YESOD (Thor)

Look! Up there in the sky! Is it — yes it is, it's, it's . . . **Superman** of the Essex Cracking Service with some more super duper, really excellent, excellent POKEs. Seriously, though, type in this short listing . . .

```
10 FOR X=679 TO 692
20 READ A:POKE X,A:NEXT
30 DATA 169, 251, 141, 126, 206
40 DATA 169, 252, 141, 127, 206
50 DATA 32, 0, 206, 96
```

Done that? Fine. Type **RUN (RETURN)** followed by **LOAD (RETURN)** to load the first part of the game. When the 'READY' prompt appears, enter these POKEs:

POKE 1007,167 (RETURN)
POKE 1008,2 (RETURN)

Now type **RUN (RETURN)** to load the rest of the game. When the 64 resets, you can enter some more POKEs . . .

POKE 34042,(0-255) number of lives **(RETURN)**

Or these POKEs:

POKE 33969,234 (RETURN)
POKE 33970,234 (RETURN) for infinite lives

SYS 2053 (RETURN) starts the game.

TAPPER (US Gold/Sega)

Tap, tap, tappity-tap. I've just been tapping away all night long, thanks to Trolly, Game Hacker II (the Bolton one). He sent in some POKEs for this ageing arcade conversion, and here they are . . .

OK, get out your *Tapper* cassette and shove it in the tape deck (not too hard, you don't want to split it, do you?). Now type in this lickle listing . . .

```
10 FOR A=300 TO 313:READ B:POKE A,B:NEXT
20 DATA 169, 165, 141, 27, 79
30 DATA 169, 0, 141, 51, 128
40 DATA 32, 132, 255, 96
```

Now that you've done that, rewind the *Tapper* tape and type **RUN (RETURN)** followed by **LOAD (RETURN)** (at this stage, it does help if you depress the play button on the cassette deck). When the 'READY' prompt rears its ugly little cursor, enter these POKEs:

POKE 1011,44 (RETURN)
POKE 1012,1 (RETURN)
POKE 306,(1-15) screen number **(RETURN)**

Right, now type **RUN (RETURN)**. The game will load and run, and you will have infinite lives to play with. You will also start on the level of your choice!

KONG (Anirog)

This game is really kicking it, but here's a couple o' POKEs for it all the same. Actually, these POKEs are for the turbo version and were supplied by Paul C. After you've rewound your *Kong* tape, type in:

POKE 43,255:LOAD (RETURN)

When 'SYNTAX ERROR' appears, you know what you can do . . .

POKE 12176,(0-255) number of lives **(RETURN)**

. . . followed by **SYS 12128 (RETURN)** to start the game.

SKY JET (Mastertronic)

Mr Paul C of Sutton Coldfield, THESE are YOUR POKEs. Yes they are. Rewind your copy of Sky Jet (make sure it's in the tape deck first) and type in . . .

POKE 43,255:LOAD (RETURN)

When 'SYNTAX ERROR' appears, enter the following:

POKE 43,1 (RETURN)
80 SYS 64738 (RETURN)

Type **RUN (RETURN)** and wait for the rest of the game to load and the computer to reset. Now you can enter this POKE:

POKE 27792,(0-255) number of lives **(RETURN)**

Or these POKEs:

POKE 27016,234 (RETURN)
POKE 27017,234 (RETURN)
POKE 27018,234 (RETURN) for infinite lives

Or even this POKE:

POKE 27163,96 (RETURN) to remove the flashing screen sequence which tells you that you're dead.

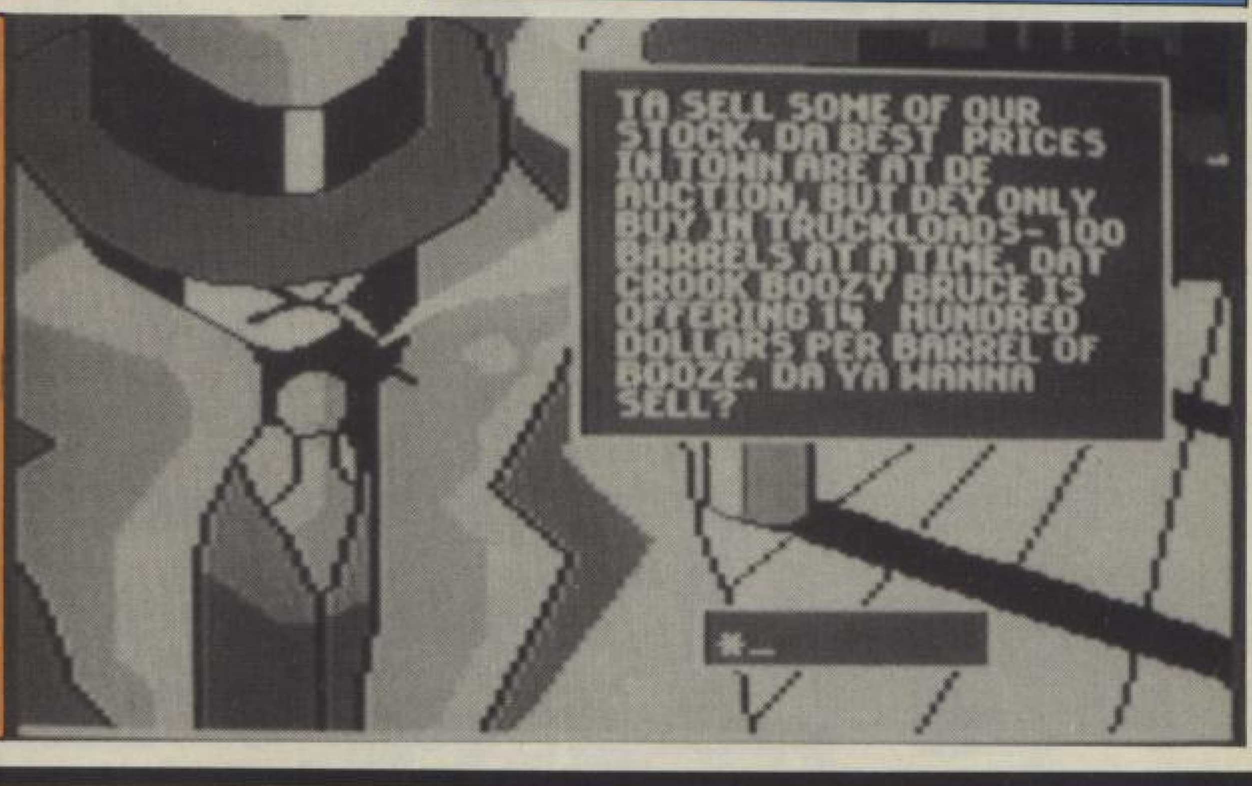
SYS 29350 (RETURN) starts the game. Yes, I do realise that these POKEs have been printed before, but the above technique doesn't involve a reset, and I thought it would be nice to reprint the POKEs along with a safer method of entering them.

MUGSY'S REVENGE

(Melbourne House)

A few short hints from **Richard Nokes** of Erith, Kent . . .

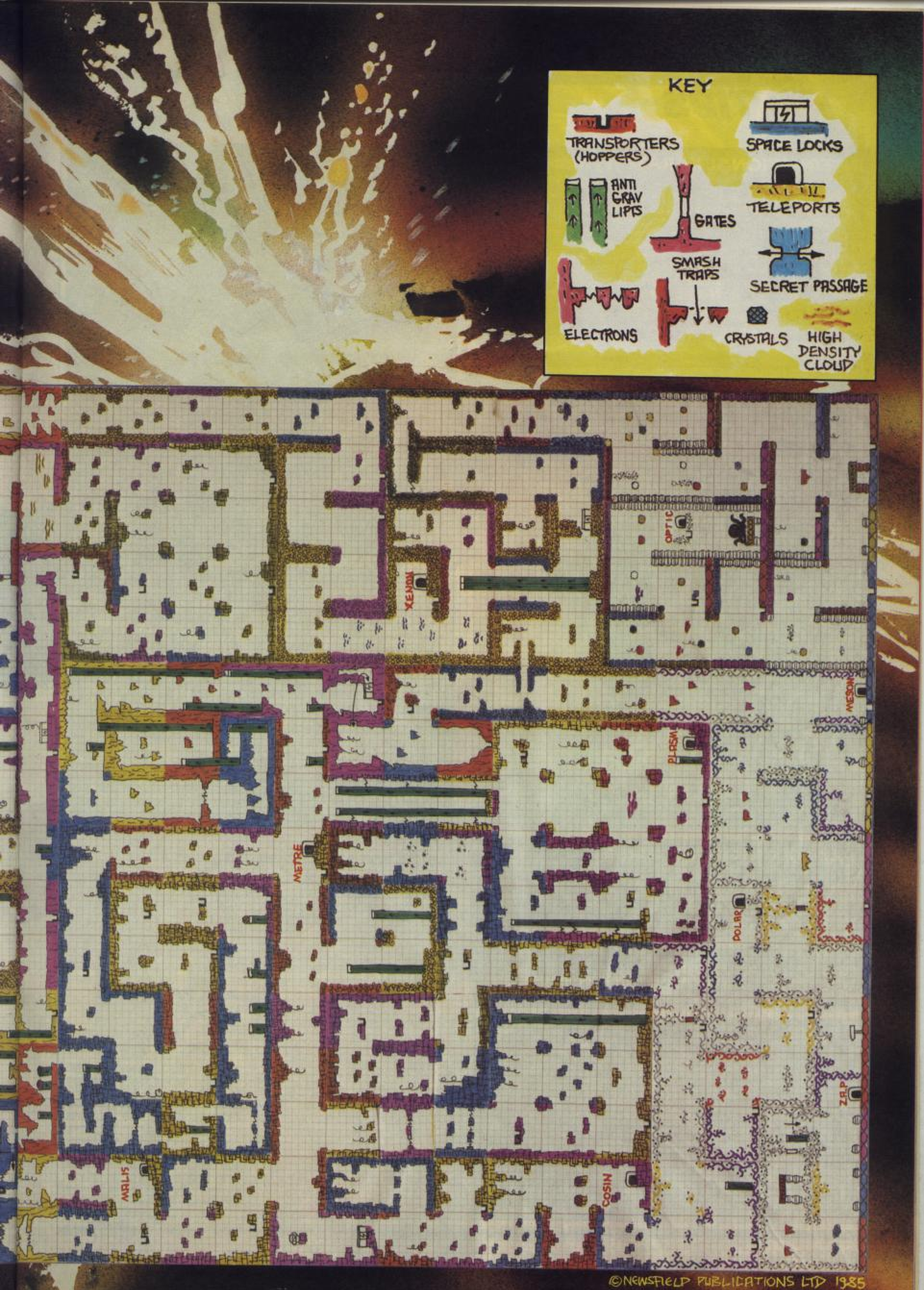
*** Never donate more than a grand to the policeman's charity.**
*** Only send a grand to set up the smuggling net.**
*** Try to build up your stock to 100 barrels and then sell them off by the truckload.**
*** Hire 'spud' Murphy for 15 grand and put out a contract on Capo Rockerfeller or he'll sap your money by a third time after time.**



STARQUAKE
The Map.

MAP BY JOHN LEWIS

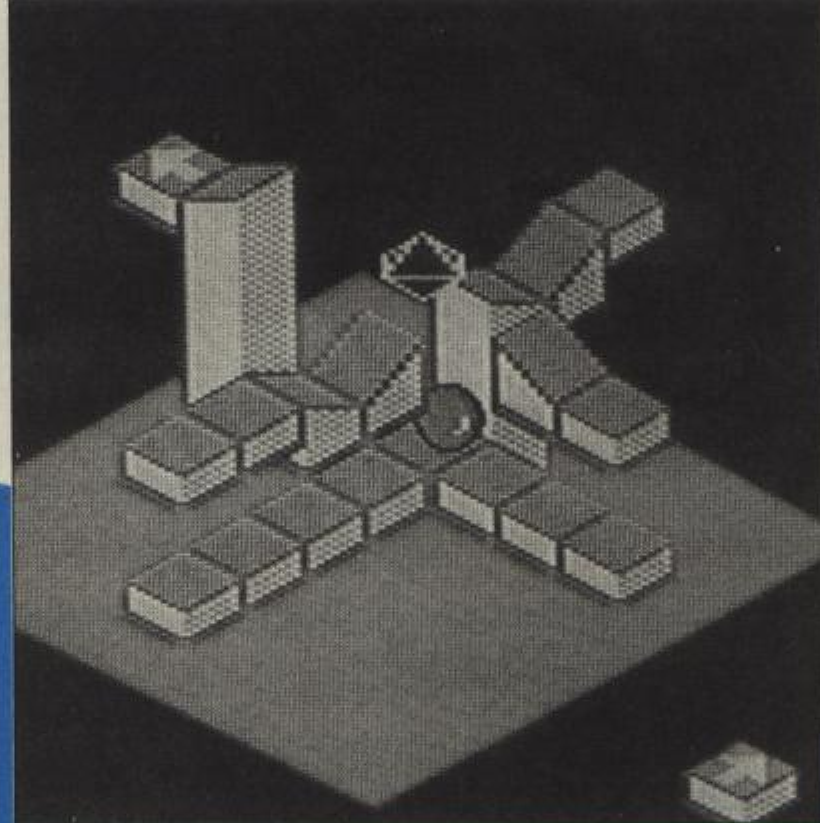



KEY
TRANSPORTERS (HOPPERS)
SPACE LOCKS
ANTI GRAV LIFTS
GATES
TELEPORTS
SMASH TRAPS
SECRET PASSAGE
ELECTRONS
CRYSTALS
HIGH DENSITY CLOUD
OPTIC
XENON
MESON
PLASM
METRE
POLAR
ZAP
COSIN

INTERNATIONAL KARATE (System 3)

Now wot do I have here, ladies and gents? It's yer actual *International Karate* cheat, innit?! Not one, not one-and-a-half, but TWO! I kid you not, ladies (and gents), TWO CHEATS! Wot we have here is two very tasty little cheats, courtesy of **Mark 'awlritedarlinwannaride?' Cale** from System 3! No, please, I'm 'onoured, but I'm 'ere to give you these cheats — yes missis, I did say GIVE — I know, I'm sellin' me own granny to white slave traders to bring you 'em, but yer werf it, 'cos you're me public, in'yer? You most certainly are.

Right, wot you do is 'old dahn these keys and sumfin' 'appens, dunnit. If you 'old dahn **ADZM**, yer actual backgrahnds change, and if yer 'old dahn **SE** the two geezers turn rahnd 'n' face yer! Now that's wot I call a cheat, missis. Yes I do, and no mistake.



STARQUAKE (Bubble Bus)

Umpteen zillion trillion people have sent in codes and tips for this whizzo arcade adventure. So I must say thanks to — actually, there are far too many names to mention, so here are the codes, which take up much less room and are intrinsically more interesting. Thanks to those of you who did send in any tips and codes, though.

SOME CODES . . .

SIGMA
ASTRA
HYLIS
KAPPA
FEMUR
CHASM
MALIS
METRE
XENON
COSIN
PLASM
POLAR
Z.A.P
MESON

A CHEAT . . .

This little cheat was sent in by an 11 year old called **Super Steve**, who's not so super 'cos he didn't include his address. Unfortunately, I couldn't test the following 'cos some rotten beggar's knicked the *Starquake* cassette (either that, or it's got sucked up in my Black Hole). Anyway, let me know . . .

When you are on your last life, hold down F3 to pause the game and move the joystick at the same time. You should now be going very slowly. Get killed, BUT DON'T LET GO OF F3 and keep moving the joystick. You should now have 100 lives to play with. Repeat as is necessary.

AND A POKE . . .

This POKE was supplied by **Angus Muir** from Stockport, Cheshire. I'm afraid that you'll have to rest your 64 if you want to enter it, though. So load the game, reset your 64 (should you be so brave) and enter this POKE:

POKE 12348,254 (RETURN) for 100 lives

SYS 3088 (RETURN) to start.

SPINDIZZY (Electric Dreams)

Well, there we all were at the Commodore show, merrily quaffing ale by the bar (ah, how we quaffed), when who should we bump into but . . . **Paul Shirley**! So, we took the opportunity to buy him a drink and had a quick chat and he told us about this neat little cheat for *Spindizzy* . . .

Rewind your *Spindizzy* cassette (make sure that it's in the tape deck in the first place) and then type in this listing, as supplied by our very own **Garg (and that's not a spelling mistake — he likes it that way) Liddon** . . .

```
10 REM I LIED!
20 F=679
30 READ A
40 POKE F,A
50 F=F+1
60 IF A<>255 THEN 30
70 SYS 679
80 LOAD
100 DATA 120, 169, 52, 133, 1
110 DATA 162, 6, 189, 7, 8
120 DATA 157, 0, 223, 202, 16
130 DATA 247, 169, 55, 133, 1
140 DATA 88, 96, 255
```

Now type **RUN (RETURN)** and press play on tape when prompted. *Spindizzy* will load and run as normal, but when you commence play the timer won't tick down. Good, eh?

PAC MAN (US Gold/Datasoft)

Some more POKEs, courtesy of Angus. Stuff your *Pac Man* tape into the 'player', type **LOAD (RETURN)** and press play on tape. When the 'READY' prompt appears, enter the following:

POKE 1010,76:POKE 1011,248:POKE 1012,252:RUN (RETURN)

The rest of the game will now load. When the 64 resets, type in this POKE:

POKE 5737,(0-255) number of lives **(RETURN)**

Enter **SYS 2064 (RETURN)** to start the game.

WIZARDS LAIR (Bubble Bus)

Darren Taylor and **Andrew Torkington** (no fixed abode it seems) have sent in all seven passwords for Bubble Bus' first ZZAP! Sizzler. So, here they are:

CAIVE
HAWLO
CRYPT
DUNGN
VAULT
LIAYR
LYONS

BRUCE LEE (US Gold/Datasoft)

Heeeeeeeeere's **Trolly, Game Hacker II** from Bolton, Lancs! He sent his greetings and some more POKEs that don't require a reset. Simply grab the nearest available copy of *Bruce Lee* and type in this very short listing:

```
10 FOR A=300 TO 308:READ B:POKE A,B:NEXT
20 DATA 169, 165, 141, 38
30 DATA 29, 32, 132, 255, 96
```

Now type **RUN (RETURN)** and stick your *Bruce Lee* tape in the 'player'. Rewind it to the beginning and type **LOAD (RETURN)** to load the first part of the game. When the 'READY' prompt appears, enter . . .

POKE 1011,44 (RETURN)
POKE 1012,1 (RETURN)

. . . followed by **RUN (RETURN)**. The game will load and run, and both player one and player two will have infinite lives to play with.

How nice.

WILLOW PATTERN (Firebird)

Oi! Just thought that I'd let you know that the following POKEs require you to reset your 64, and that they were provided by **Simon** and **Stephen Stockdale** of Hucknall, Notts. Load the game, reset the 64 and type in the POKEs

POKE 3121,32 (RETURN) to stop the arms on the bridge killing you
POKE 2394,(0-255) number of lives **(RETURN)**

Now **SYS 2304 (RETURN)** to start the game.

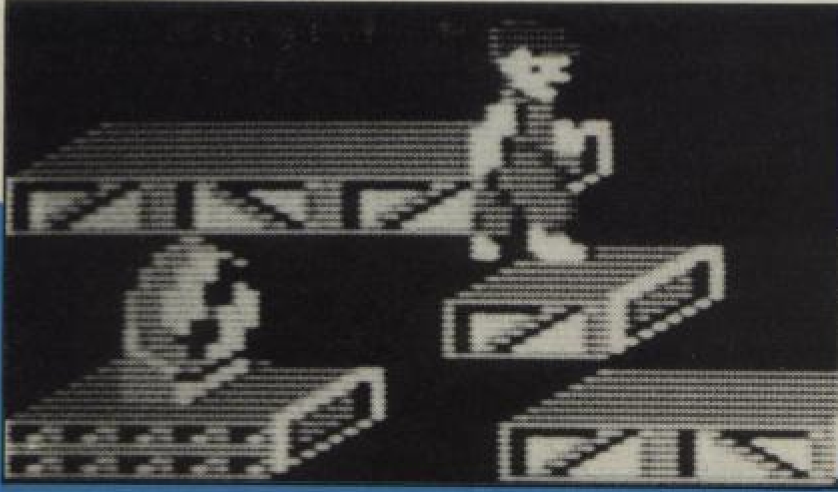
ARK PANDORA (Rino)

Dominic Hailstone of London SW13 sent in the following tips:

Get the CRUCIFIX and the FINE NET. Go to the BARN and use the net to catch the FERRET. Drop the net, go to the JAILHOUSE and use the ferret to get the KEY. Drop the ferret, find the HIGH PRIEST and throw the crucifix at him. Get his ROBE and go to the jailhouse. Wear the robe and the guard will let you in. Go to the top of the jail and use the key to free the prisoner.



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OLLIE'S FOLLIES (US Gold/Americana)

Hey! Did you know, that if you start the game and type in **FRANK** you jump to level five?! Wow! How simply wacky! Well — and this is the really zany bit — that's not all, because if you type in **FANDA** **you jump to level nine! Aaaaaaw-wot! — you're jokin'!? Nope.**

MERCENARY (Novagen)

A few more *Mercenary* mini-tips . . .

It is possible to pick up the Palyar Brother In-law's spaceship when in possession of the Kitchen Sink. You can then put it on a different course and let it flit back and forth.

If you enter the transporter in the Laboratory (a door marked with a skull and crossbones) it transports you down to the planet and reverses all the locations!

Ian Thomas of Epsom, Surrey found out this interesting little quirk . . .

Walk out of the door marked with a skull and crossbones on the bottom level of the Colony Craft, and press L to stop falling. You can now walk about and use ships as if you were on the ground! This means that you can reposition objects at will — remember the screen shot?

Also, if you have the Kitchen Sink you can take the elevator cage at 81-35!

FOURTH PROTOCOL (Hutchinson)

Thanks to Jason Kennedy of Kirkby, Liverpool for these tips . . .

Part One

When asked to go to Stockholm reply YES and view the file on Nilson. Then fly to Umea and then to Storuman where you will find Anna Nilson. Examine the 'effects' to find a fingerprint; this doesn't match Nilson's recorded print. It is in fact Stenberij's, read his file and the Commander's. Return to London and find Plumb's telephone number. By now you should have around 760 prestige and 85%

The answers to the questions are:

1) FAULKNER
2) SWEDISH
3) NILSON
4) STENBERIJ
5) FINGERPRINT
6) GAZA STRIP
7) FALSE FLAG

NB: you cannot complete the game without having Stenberij's fingerprint. On July 11th you will be given your password for the lift in Part Two — ASPEN.

Part Two

Search the coat and unlock the desk. Go north and search the filing cabinet. Look for Preston to get an ID card. Search around until you find a computer, take it and then use the lift. Go to the 2nd floor and talk to Harcourt-Smith. DO NOT take the folder of documents because you won't be able to leave. Always use the underground. Get off at Westminster and cross the bridge. Keep going until you find a run-down house. Go in and you will see Penfold from Admin. Talk to him and he will give you a paper with a message. How do you crack it? Elsewhere you will find Boots in Oxford Street. You can buy a camera for fifty pounds. You might also find a University and a computer. Type in 'SVETOFOR' and it will say 'TRAFFIC LIGHT' — mysterious, eh? Take a physics book and examine it.

SKOOLDAZE (Microsphere)

Here are a few quick tips from **S Clifford** (no address supplied):

*** Hit the teachers when a big pupil is near — his lines become your points.**
*** Follow Boy Wander at play-time to the exam room and while he writes on the blackboard, knock him down and hit the shield.**
*** Go to lessons but wait outside the room until the teacher arrives. As soon as he stands in the doorway, knock him down and keep doing so until the next lesson starts for lots of points.**
*** When you are told at play-time to avoid Angelface, go to the Reading Room as he never goes there when he has mumps.**

TIME TUNNEL (US Gold)

Do you wanna know how to complete the last three time zones and the game itself? Alright then, here we go . . .

Thanks to **Mark Iraine** from Edinburgh who helped make the following tips possible.

1692 Colonial Salem

Go into the Chemist, pick up the potion and walk to the far right hand location — a shack beside a lake. Enter the shack and drop the potion. Get the cauldron from the closet and put it in the fireplace. Now drop both potions in the cauldron (remember the potion in the closet). Leave the shack and go left. Enter the second entrance to your left, get the broomstick and return to the shack.

Put the broomstick in the cauldron and shoot it. A puff of smoke should appear. If so, leave the shack and wait for a bat to fly by. Shoot it, pick it up, enter the shack and dump it in the cauldron. Now shoot the cauldron to make the broomstick float around the room. Get the broomstick, leave the shack and fly right onto the next screen. There is a piece of map under the rock at the top of the screen, and a secret tunnel — leading back to Gnome Mansion — under the rock to the far right of the screen. Remove the rock covering the tunnel before getting the piece of map, then use the tunnel to get back to Gnome Mansion.

Take the piece of map to 9999 to complete 1692 . . .

86 BC Mythological Greece

Go to 893 BC — Magical Persia — walk up one screen and get the shield to your right. Put it in the closet and keep walking down until you are transported back to Gnome Mansion. Now go to 86 BC . . .

Go straight ahead, through the door and through the pillars. Get the shield from the closet, then go left until you meet Medusa. She will fire at you but the shield will deflect her shot and kill her instead. Drop the shield and get the glowing sword, then go right, and right again.

Walk up to the loose brick at the top of the screen — it will disappear to reveal a candleabra. Leave it for the moment. Go down and touch the loose brick to your right to reveal . . . another candleabra. Get it, walk up and then left into the location which Medusa once inhabited. Drop the candleabra on top of the far right pedestal. Now go and get the other candleabra, bring it back and drop it on the left hand pedestal. Shoot both candleabra to light the candles, and a piece of map will drop down. Get it and go back to Gnome Mansion, then go to 9999 and drop it.

893 BC Magical Persia

Walk up two screens until you see a large boulder to your right. Get the dynamite from the closet and put it on the boulder. Get the torch from the closet and light the fuse of the dynamite with it. Walk down into the screen below, then back up to see the boulder get blown to pieces by the dynamite. Enter the caves (make sure that you have the torch) — avoid the pit in the centre of the room, as it transports you back to Gnome Mansion — and walk right, into the next room. Get the magic lantern and put it in the closet. Leave the caves and go down.

To your left there should be a yellow pot. Get the magic lantern from the closet, drop it and shoot it to turn it into a snake charmer's flute. Walk past the pot and take off the lid. Drop the lid and get the flute — a snake will appear and drop a piece of map next to the pot. Approach the pot carefully and get the piece of map. Now walk down until you are transported back to Gnome Mansion. Take the piece of map to 9999 and wait for the full map to assemble. When it has done so, the message 'THE DAIMYO CARRIES THE STAFF' will appear. Go back to 893 BC.

Walk up to the pot containing the snake and get the flute. Approach the pot and the snake will appear. Drop the flute by the pot then shoot the snake. Go up to the pot and a staff will appear in your hand. Walk up and enter the caves. Walk around the pit in the centre of the room, go through the middle door and . . . You've completed the game!!!

Send all relevant bits of mail (and that doesn't include SAEs) to: ZZAP! TIPS, ZZAP! MAGAZINE, PO BOX 10, LUDLOW, SHROPSHIRE SY8 1DB



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6	7	8	9	10	11	12
13	14	15	16	17	18	19
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27	28	29	30	31		

A•U•G•U•S•T

Sun	Mon	Tue	Wed	Thur	Fri	Sat
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31						



S•E•P•T•E•M•B•E•R

Sun	Mon	Tue	Wed	Thur	Fri	Sat
	1	2	3	4	5	6

O•C•T•O•B•E•R

Sun	Mon	Tue	Wed	Thur	Fri	Sat
			1	2	3	4



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N·O·V·E·M·B·E·R

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D·E·C·E·M·B·E·R

Sun	Mon	Tue	Wed	Thur	Fri	Sat
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14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31			



U.S Gold and Newsfield Publications joined forces with our Collectors Calendar to create a brighter start, for your 1986 and now we're aiming to extend this opportunity through the rest of the year to get 1987 off with a real Bang!!!

In the months January to June inclusive, copies of Zzap, Crash and Amtics will contain a collectors star, as will selected games from the U.S. Gold range. Collect star from each source, for each month, affix it to your calendar and you're on your way to a free, completely free, U.S. Gold title.

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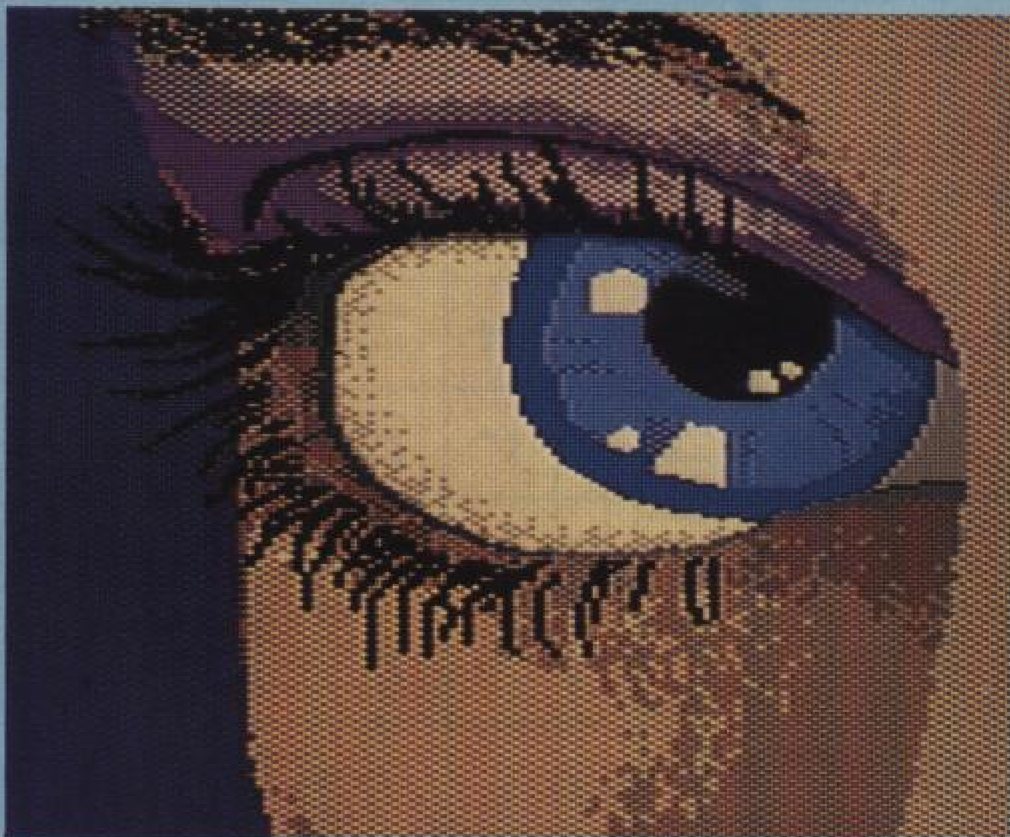
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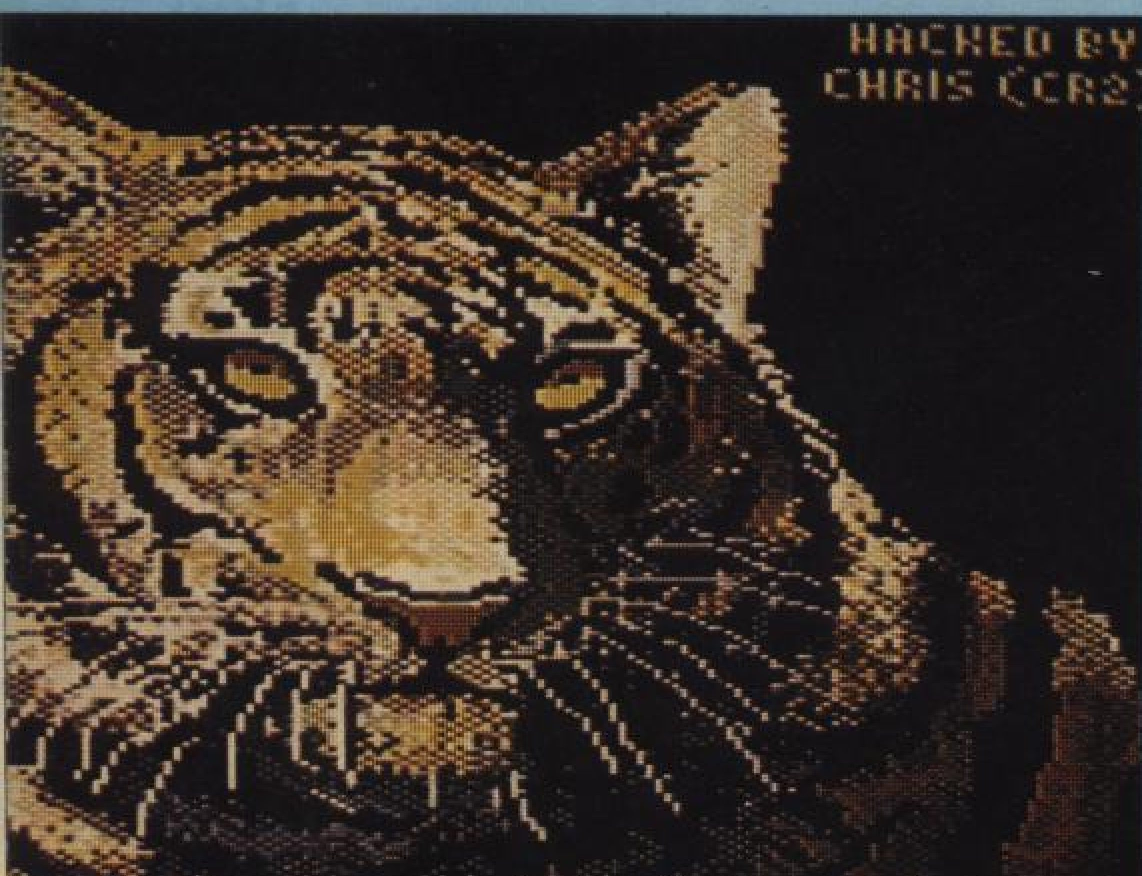
THE EYES HAVE IT

In this month's Compunet Art Gallery, it seems the eyes have it. There has always been a fascination with eyes, windows onto the soul, mirrors of reality and illusion; in most cultures, eye contact is an intimate and alarming event. Nearly all this month's works are connected with eyes.



EYEBALL
(hacked by Chris)
Again, a closeup of the eye draws us in, but this time eye contact is absolute. All the elements of this picture conspire to a calmness, missing from Jackson's work. See how the shape of the blue area matches the weight and shape of the pale skin tones that delineate the nose.

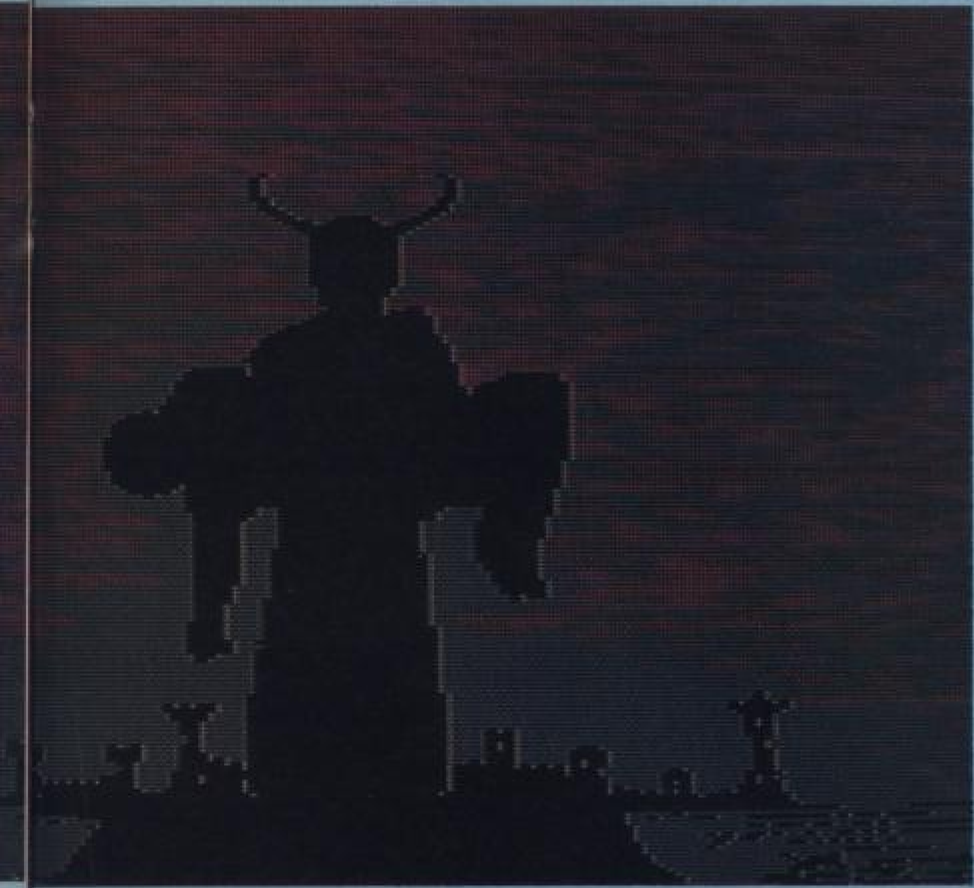




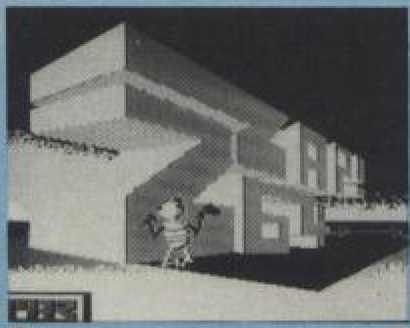


TIGER, TIGER
(hacked by Chris)
Human eyes are said to have the power of dominating and frightening animals, but the reverse is true, and never more so than in pictures. This one is reminiscent of those well loved animal prints that hang on so many living room walls around the country, but the compositional elements of the circling black lines in the tiger's fur, spiraling in towards the creature's eyes, are not accidental, and lift this work above the merely decorative.

RITE ***H Gruninger***
Continuing with his preoccupation with strong and large picture elements, Gruninger here opts for the simplicity of a silhouette set against a stark and angry sky. It's a classic pyramid composition, presenting little problem to the viewer, leaving us free to contemplate the awful fate awaiting the victim — a comic strip final frame of some power.



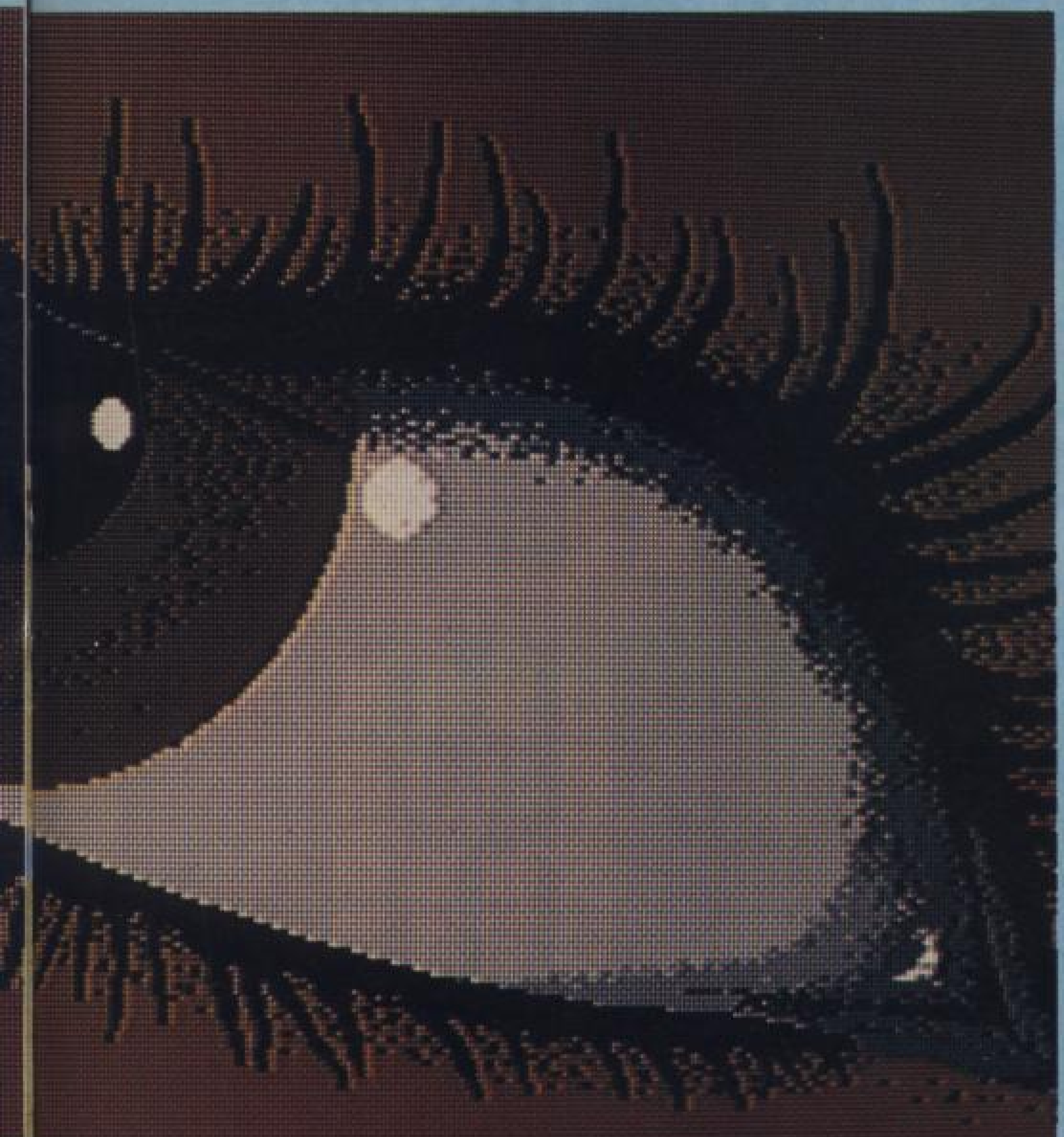
ROCKFOR-DANGELO
Gruninger
Moving away from eyes, this amusing lampoon from Gruninger employs the strong perspective of the ZZAP! 64 logo as a background to the activities of a strange, insect-like creature who appears to be either sculpting the artifact (or is it actually defacing it)?



BRING DOWN
Hugh Riley
Master of the unusual, Hugh Riley's latest is an animated sequence that sadly loses much of its significance here. Four people get in a lift, we sense the doors shut, the lift descends several floors. The figures remain in ashamed, frozen poses, silent, uncomunicative.
But their eyes tell the story, furtively shifting left, right, forward, secretly eyeing each other, glancing away when contact is made, afraid yet desiring, poised above the abyss of life represented by the lift.



HUMMING BIRD
Rob Jackson
With simple and deft strokes of flat colour and line, Jackson turns his picture into an almost Japanese composition. The blue of the bird seems to be colouring the face as it blurrs across the huge eye. Is there an element of aprehension? Perhaps the razor sharp bill, cutting across the eyeball is intended to cause a frisson of danger.

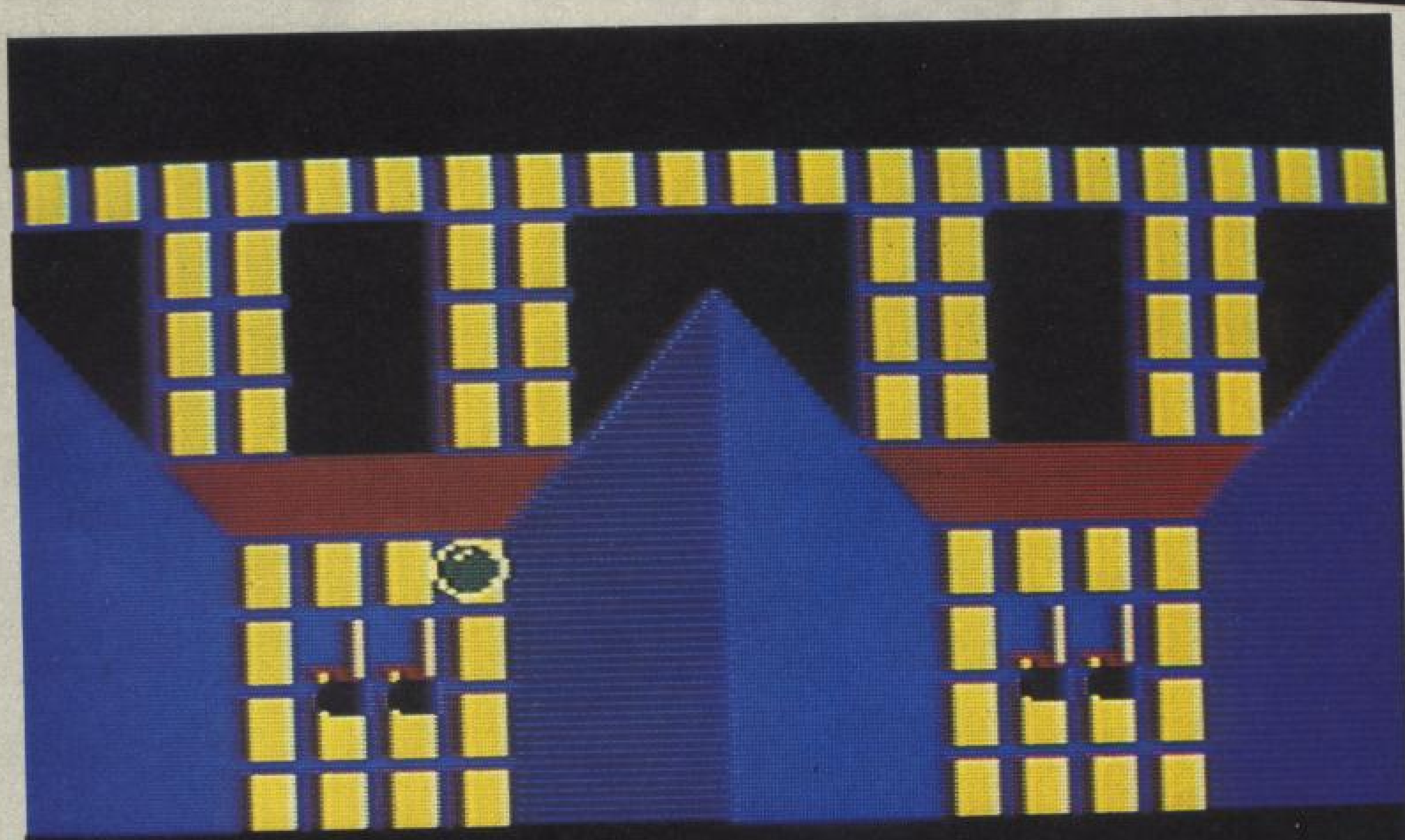


TORN
Bob Stephenson
It's the isolated eye in this latest picture from Stephenson that first catches the attention, although the surrealist destruction of the photograph is much the stronger device. Is the torn face a hidden desire to destroy the person depicted, or merely an accident of life? The calmly disengaged, almost disinterested, eye tells us nothing.



The Dai





y Llama



We had to miss out part two of the Daily Llama (Jeff Minter's diary of his latest game, IRIDIS ALPHA), last month because Jeff took an unscheduled holiday (at least, it wasn't on our schedule)! So we pick up the trials and tribulations of everyday programming life not where we left off, with the Hairy Yak off to the Clocktower, but somewhere in France.

Tue 18 March — in France

Settled in here now. Found an ace black run today, you can go for a whole side of Genesis down it without stopping, but on the second time down I hit a tree stump protruding through the snow, and did an un intentional flying-Yak bit, and landed on a part of my anatomy I'd rather not have landed on. Fired up the 128, finished the Mushroom planet and designed one more, then did a nice fade between planets routine.

Wed 19 Mar

Cloudy weather — makes ski-ing hard coz you can't see the bumps. Wrote sonix driver and started to phase in some of the FX for walking, jumping etc.

Thur 20 Mar

Still cloudy. Some snow. Had to buy crappy, French headphones to replace my excellent Sony pair that I knackered when I got them tangled up in a chairlift, dammit! Extended the sonix driver and did a few more FX. Sonix take ages, lots of messing around to do before you get it just right.

Fri 21 Mar

Piste all day, back for more SFX, had to rearrange the interrupt sequence to get it all to fit in the frametime.

Sat 22 Mar

Excellent day — bright sun, good snow, didn't start work till late coz I went on skiing so long. Wrote module to link 8 sprites reserved for 'enemy ships' to planetary motion, and also give them each independent velocities. Did a little work on the Pause mode when I got back from the bar.

Sun 23 Mar

Really bad weather, horrible snow that's nearer rain and so sticky you need to be standing on a near-vertical incline before you even start moving. Hit the bar early, then back for mega *Guardian* session, then a little more work on the pause mode.

Mon 24 Mar

REALLY crappy weather. Got soaked skiing, thawed out in the bar. Retired to room to think about the alien control system while listening to 'The Wall'. Planned it out on paper ready to code later. Got a neat idea for Phase II of the game, thinking along the lines of *Batalyx* Subgame 1 crossed with a sort of overhead view vertically-scrolling *Marble Madness* track. Finished off the Pause mode after evening bar. (This'll be the only Pause mode that's been written TOTALLY under the influence of very expensive Guiness).

Tue 25 Mar

New snow, much better skiing all round. Linked completed Pause mode to rest of game. Started on alien control system. Went down bar and got absolutely smashed and had amazing discussion on Life, the Universe and Everything. Listened to 'Wish You Were Here' at half-3, in the morning . . . ace!!

Wed 26 Mar

Skiing OK, came back after full day's pistebashing to do some AC System hacking. Hit a terrible awful bug, ran through the code a million times but not got it yet, so down bar to drown sorrows in copious amounts of Guiness.

Thu 27 Mar

Skiing all day then back for the last day's coding in France, I go home tomorrow. Wrestled with the same bug for three hours, was despairing, then noticed a single missing comma in a massive data table that the assembler had neglected, in its infinite wisdom, to flag as an error during assembly, choosing instead to trash the whole data table. Inserted comma; end of bug. Guinness.

Fri 28/Sat 29 Mar

Trains, trains, trains and Frenchmen, ferry, more train, London, underground, train, bus, Tadley, tea, crash.

Sun 30/Mon 31 Mar

Lazy. Didn't do anything, couldn't because me 128 is in France and I need to buy another one, and it's Easter holidays.

Tue 1 Apr

Went into Reading to get a 128D, got it, intended to return and dutifully do some work, but instead met some of the Incentive mob, went to pub (fatal mistake for programmers), all ended back in Tadley for mega-*Colourspace* session, so fat chance of getting any work done there . . .

Wed 2 Apr

Set up new 128D, machine is fine but has a noisy fan and sounds like a small but enthusiastic Hoover. Did a little more work on the ACM, not much mind you.

Thu 3 Apr

Went up to London to see Ariola mob and copped some Amiga stuff off them — EA stuff but not Marble Madness yet — they seem quite keen on IA, especially my ideas for phase 2.

Fri 4 Apr

Decided for a break to do a little work on Phase 2 and give Phase 1 a rest. Started at 11 am, finished at 7 am next morning, with a LOT of work done.

Sat 5 Apr

Lots more work done today, I now have a tidy little demo of Phase 2, including complete control system and scrolling background in four different colourschemes, and all inertia routines working. Not bad for a couple days' hacking — got to bed early tonite, 6 am!

Sun 6 Apr

Started to get a little sidetracked now, coz I have to get my newsletter done before I go to Lanzarote on Thursday. HAD A MEGA COLOURSPACE SESSION that finished about half-3 then up writing newsletter till 6. One day maybe I get some sleep.

Mon 7 Apr

Did a little more tweaking to phase 2, removing the odd bug I'd found. Then finished newsletter overnight.

Tue 8 Apr

All day working on lightshow for performance at Clocktower this evening. Went good. Got big cheer for 'Stairway to Heaven', and free beer all night.

Wed 9 Apr

Preparing to go away tomorrow. It's a hard life having to keep trekking around to the snow and the beaches, you never seem to get a decent stretch of work done . . . (hehehe)

Thu 10/Thu 17 Apr

Sun, sea, sand and CAMELS.

Fri 18 Apr

Prepared demos to send off to ZZAP! Couldn't get much serious done because I have to cart all my gear up to London tomorrow for CES Show at Olympia, goes on till Thursday! Then, thank goodness, I get a clear run till the Commodore show, I will at last be able to settle down to some decent coding. Holidays and shows are fine but tend to disrupt you something chronic!!!

More thrills and data spills next month as IRIDIS ALPHA hurtles towards the Commodore Show (retrospectively) and Jeff samples the delights of foreign lamb.

THE GREENCHOMP COMP



Design a recipe for POPEYE and win! win! win!

Clocks, T Shirts and Copies of POPEYE the game to be won



Popeye's a very different kinda hero. None of this ''wearing your underpants on the outside of your trousers'' stuff for HIM, oh dearie me, no. All he's interested in is protectin' Olive Oyl and Biffing Bluto the hairy bad guy. A true crusader for Truth and Beauty.

It's not too surprising that the heroic sailorman quaffs spinach every time he needs a bit of boosted muscle power — it's definitely very good for you. That's why your Mum keeps going on at you to eat up your greens, you see. But over the years, just ripping the top off can after can of spinach and gulping it down must get a bit boring — let's face it, mouthful after mouthful of unadulterated Greenchomp makes a monotonous diet really — just like an endless diet of fizzy pop, crisps and sweeties gets boring after a while (unless you're Gary Liddon, Foodaholic of this Parish who eats anything that comes within grabbing range, no matter what).

Popeye, the game is here! Released by **Macmillan**, the game gets a close examination this issue. And a very jolly game it is too!

To mark the event of the launch of the greenchomp guzzlin' game, the nice Mr Neild (Marketing Big Cheese at MacM's) is offering some very tasty prizes indeed to the winners of this competition. To enter, we'd like you to get into Chef Celebre mode and dream up a delicious new dish featuring spinach — a little more imaginative than **Spinach on Toast**, or **Spinach and Chips** if you don't mind.

Come up with a really yummy recipe to take the tedium out of spinach straight from the can for old Popeye the Sailorman. Send us your recipe, or a drawing or maybe even a photograph of your culinary creation (but please, NO SPINACH!)

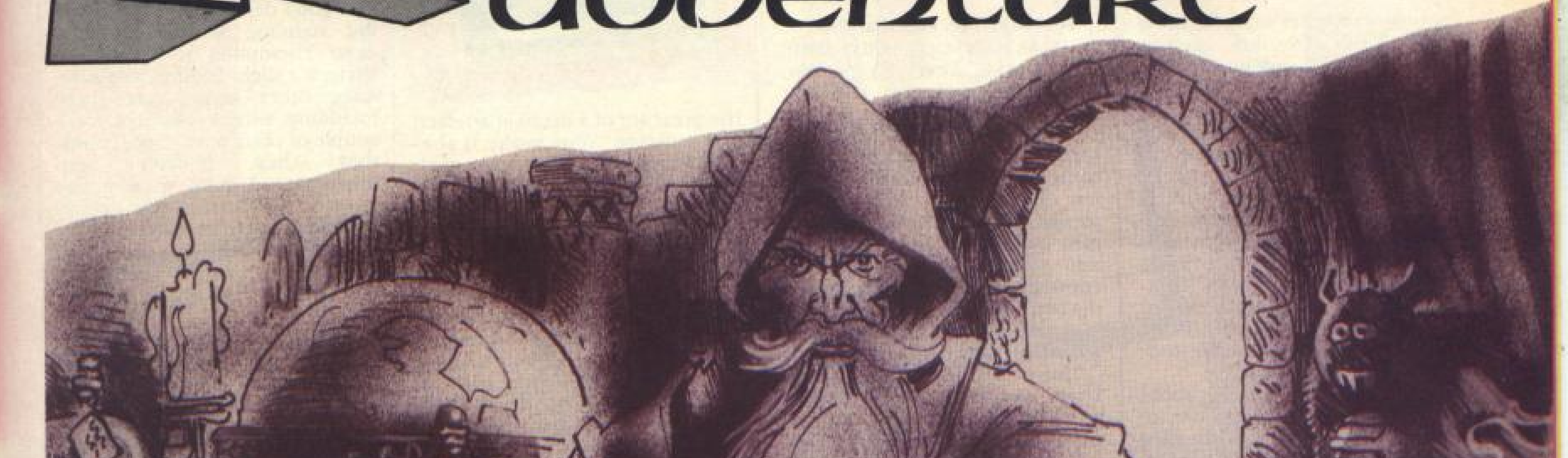
The two most scrumptious spinach recipes on the day of judging will win their creators a Popeye alarm clock, a T shirt and a copy of the game. The next five entries, in order of yumminess win a Popeye wall clock, T Shirt and copy of the game; three more runners up are set to have a T Shirt and copy of the game and then no less than 40 runners up will have to make do with the game on its own.

Get those culinary creations into the ZZAP! office by 10th July. Send them by Interveggie if you like, but make sure they arrive at SPINACH COMP, ZZAP! TOWERS, PO BOX 10, Ludlow, Shropshire, SY8 1DB. Remeber NO FOOD — recipies/drawings/photos/restaurants only. And if the winning entry looks like it'd be a really good feast, we might just rustle it up and feed it to Mr Liddon to keep him quiet (and healthy) for a while!

ZZAP! COMP

A complete monthly guide by the infamous White Wizard for all 64 owners who prefer games involving typed commands rather than wiggled joysticks.

ZZAP! adventure



Time to take a break from polishing your wands, my friends. This issue sees some red-hot new releases to bate the breath of even the most accomplished Ipsissimus. Over the last few weeks the Bearded One has waved his wand over the PRICE OF MAGIK, QUESTPROBE III, and SEABASE DELTA. What's more, courtesy of CRL and St Brides, we take an in-depth look at the very first adventure of them all . . . THE VERY BIG CAVE ADVENTURE. Adjust your pointed hat, fasten your cloak-zip and read on . . .

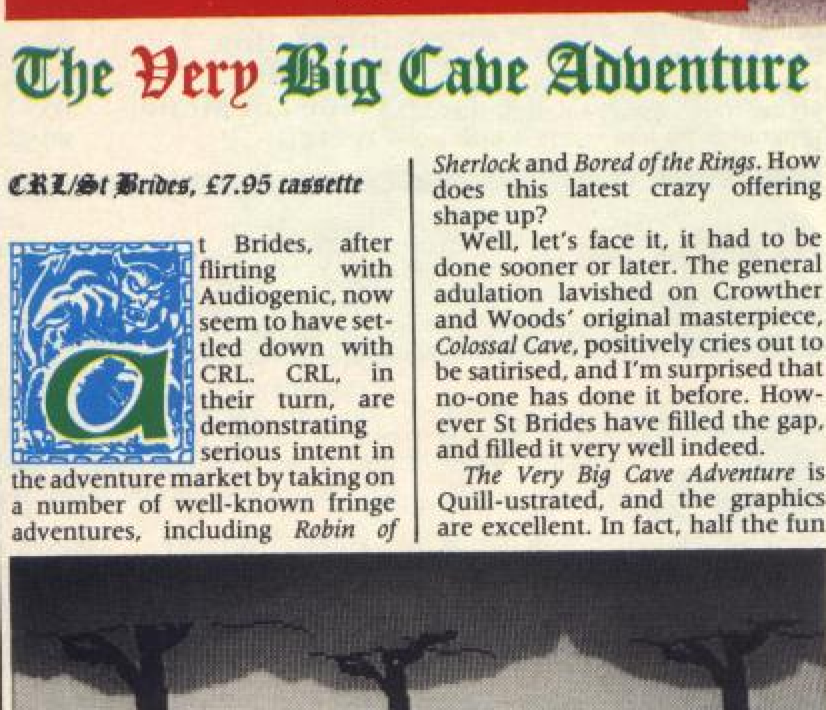
The Very Big Cave Adventure

CRL/St Brides, £7.95 cassette

At Brides, after flirting with Audiogenic, now seem to have settled down with CRL. CRL, in their turn, are demonstrating serious intent in the adventure market by taking on a number of well-known fringe adventures, including *Robin of Sherlock* and *Bored of the Rings*. How does this latest crazy offering shape up?

Well, let's face it, it had to be done sooner or later. The general adulation lavished on Crowther and Woods' original masterpiece, *Colossal Cave*, positively cries out to be satirised, and I'm surprised that no-one has done it before. However St Brides have filled the gap, and filled it very well indeed.

The Very Big Cave Adventure is Quill-ustrated, and the graphics are excellent. In fact, half the fun of the game is playing a graphics version of *Colossal* — I've always wondered what the Hall of the Mountain King looked like. St Brides have really gone to town on the pics and they make a great contribution to the game.



The game itself is, let's face it, absolutely farcical. It's chock full of the most appalling jokes I have ever encountered. Right from the very beginning when you find yourself having to insert a penny in the slot to enter the small brick building, you are assaulted by a series of comic situations, some of which are genuinely amusing and some so un-funny that you have to laugh anyway.

The structure of the game itself is well thought out. The program takes on the role of a guide to show you through the caves. As such, it continually belittles your efforts ('You can't carry that much, wimp') and eggs you on. The responses are humorous and light-hearted, all combining to raise the level of enjoyment.

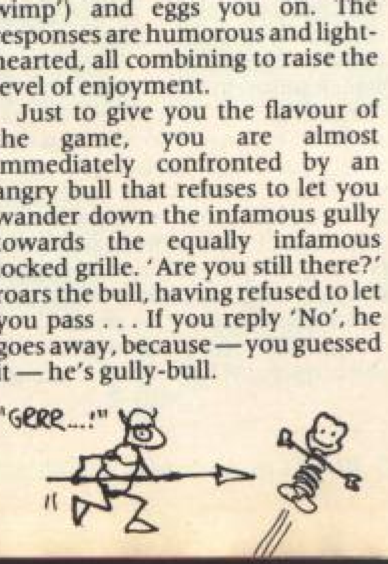
Just to give you the flavour of the game, you are almost immediately confronted by an angry bull that refuses to let you wander down the infamous gully towards the equally infamous locked grille. 'Are you still there?' roars the bull, having refused to let you pass . . . If you reply 'No', he goes away, because — you guessed it — he's gully-bull.



OK, don't say I didn't warn you.

As it is, I found the game very enjoyable to play. There are one or two moments where I felt that the Quill-pauses were overdone and one had to wait rather longer than is desirable for an action to proceed on-screen. Apart from this, however, I feel that this game represents the Quill at it's best. Despite the rather high cost of £7.95, I feel that this is a must for all spelunkers.

Atmosphere	78%
Interaction	68%
Lastability	67%
Value For Money	70%
Overall	**75%**



The Price of Magik

Level 9, £9.95 cassette

Let's face it, Level 9 are getting ambitious in their old age. This is the second game featuring their new adventure system, which now offers 1000 word-plus vocabularies, better parsing, and even (on this latest version) RAM SAVE, RAM RESTORE, and an 'OOPS' command for taking back silly moves. Seems like a bit of Infocom-bashing is in progress up at the Weston-Super-Mare fantasy factory.

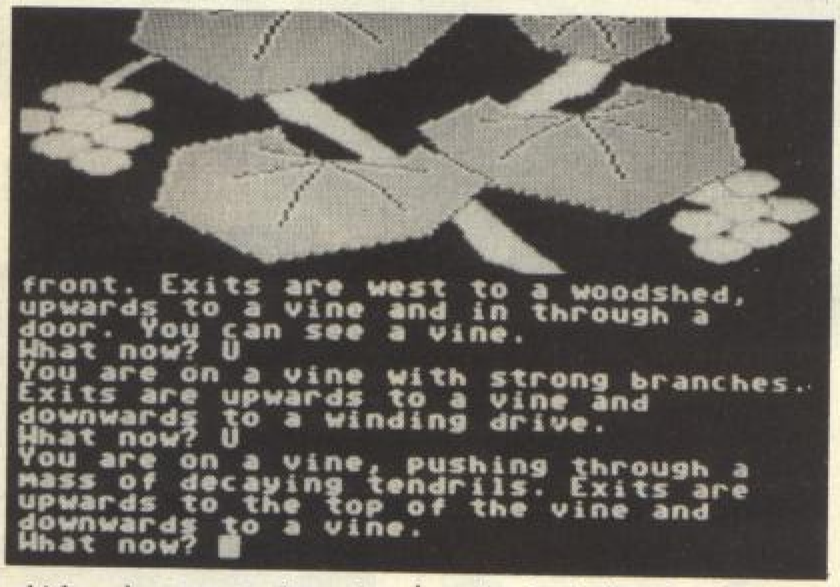
The first thing to point out about the *Price of Magik* is its use of Lenslok. Apparently the dreaded Lenslok system flashes up at intervals throughout the game, preventing you from making further progress unless you can enter the correct input. I say apparently, because it didn't do it once during the whole time I was playing, which only goes to show that either my copy was faulty (unlikely) or else that you may just get away with it from time to time if you're lucky.

The Price of Magik is the follow up to *Red Moon* . Predictable, really, since *Red Moon* got the best reviews of any Level 9 game since the old days of *Dungeon Adventure*. The reason, most likely, is that in fact it represented nothing so much as a return to the old days, with magik, dragons, and a good deal of spell casting. Adventurers seem to go in for this sort of thing, so a follow-up in the same mould seems like a cast-iron bet.

For a cassette-based game, this title really is pretty impressive. I played it for several hours and found myself still weighing in at the '100 locations explored' level, which leaves at least another 100 still to go, and every one with a matchless Level 9 graphic. I say 'matchless' because no-one else seems to be able to beat their combination of excellent drawing routines (which you can interrupt to pass on to the next location without waiting for them to finish) with really rather abominable pictures.

That said, I reckon that the *Price of Magik* pics are slightly better than any of Level 9's previous efforts. However, they still contrive to leave me, at best, puzzled. The contents of the pictures often seem to bear no relation to the contents of the rooms except in a few obvious cases. So, for example, in one misty corridor we see mist alright, but in another corridor we see what appears to be an enormous table (not mentioned in the text) or, in another room, a set of stairs definitely leading downward (similarly out of context).

These are, however, niggles. There are possibly some slightly more serious criticisms of this game, but let's leave them for the moment and get on with the plot. The basic idea is not really terribly original (serious criticism number one). The Red Moon crystal is being exploited by an unscrupulous magician from whose control you must wrest the valuable artefact for the benefit of humanity. To do this, you must enter a vast mansion with nothing but your wit and repartee and acquire magical expertise to overthrow the baddy.



There are 18 spells to learn in the game, but at the start there are no instructions about what form they might take or how to use them. However, as a word of advice, the Wiz reckons that you should take careful note of all inscriptions, most of which provide either a spell word or a hint of one. All spells require a focus or talisman to operate, but you can find this out easily by attempting to cast a spell with an empty inventory. The program will tell you which talisman is required.

Finding out exactly what the spells do isn't quite so easy. For the most part this involves simply wandering around and casting in all directions, then waiting to see what happens. Unfortunately this is a lengthy progress and developing your magikal skills is one of the main challenges of the game.

Hints are given throughout by the program whenever you are in



the presence of a magikal artefact. The message 'Your sanity is shaken' appears whenever such forces are present. This message refers to the title of the game and the main idea behind the scoring system. Mr Austin apparently thinks that a belief in magik and a mastery of it can only be developed as one's sanity declines. The White Wizard is thoroughly insulted by this attitude and as soon as the men in white coats let me out I shall be round to Weston to make PA see reason.

In the meantime, while you play the game, your sanity rating steadily diminishes as your magikal status increases. More seriously, your stamina decreases as well since this is the first Level 9 game to feature wandering independent monsters who you can not only talk to, but also fight. There is armour and weaponry to be found in the house (though only obtainable after cracking a couple of easily solved puzzles), but much of the time you will be tempted to use magik in combat, if you can.

This question of independent characters leads me to the second criticism of POM, the role of the 'characters'. Characters have been absent from Level 9 games until now because the Austins did not believe that they should be introduced until either disc-based programs were the norm (therefore giving more space) or until their programming had reached such a state-of-the-art that the characters really seemed to come alive.

It has to be said that the character actions in POM are quite varied and yer average werewolf indulges in a good deal of grunting, swaying, standing on hind-legs, and even attempting to speak, but there is a slight feeling of deja-vu, since other games have been including similar features for a couple of years now. True, I think, that they haven't been implemented quite so well, but Level 9, by entering this field so late, have given themselves an initial disadvantage in that their achievement comes across as being slightly lacking in originality.

This game is going to keep you very busy for a long time. Unlike previous Level 9 games, you will find yourself spending quite a bit of time attempting either to interact or avoid interacting with the characters in the game. You will also find that most objects are easily found (perhaps too easily) and their mystery lies in their use and not in their location. Some Level 9 fans may find these differences irksome, but the Wiz believes that POM is an important step for the Austins. The new adventure system is quite simply excellent, the vocabulary is enormous, the features (such as OOPS) comprehensive, and the program as a whole a firm base on which to build future, more startlingly original, character-based games.

Atmosphere	78%
Interaction	88%
Lastability	88%
Value For Money	85%
Overall	**85%**

Redhawk

Melbourne House, £8.95 cassette

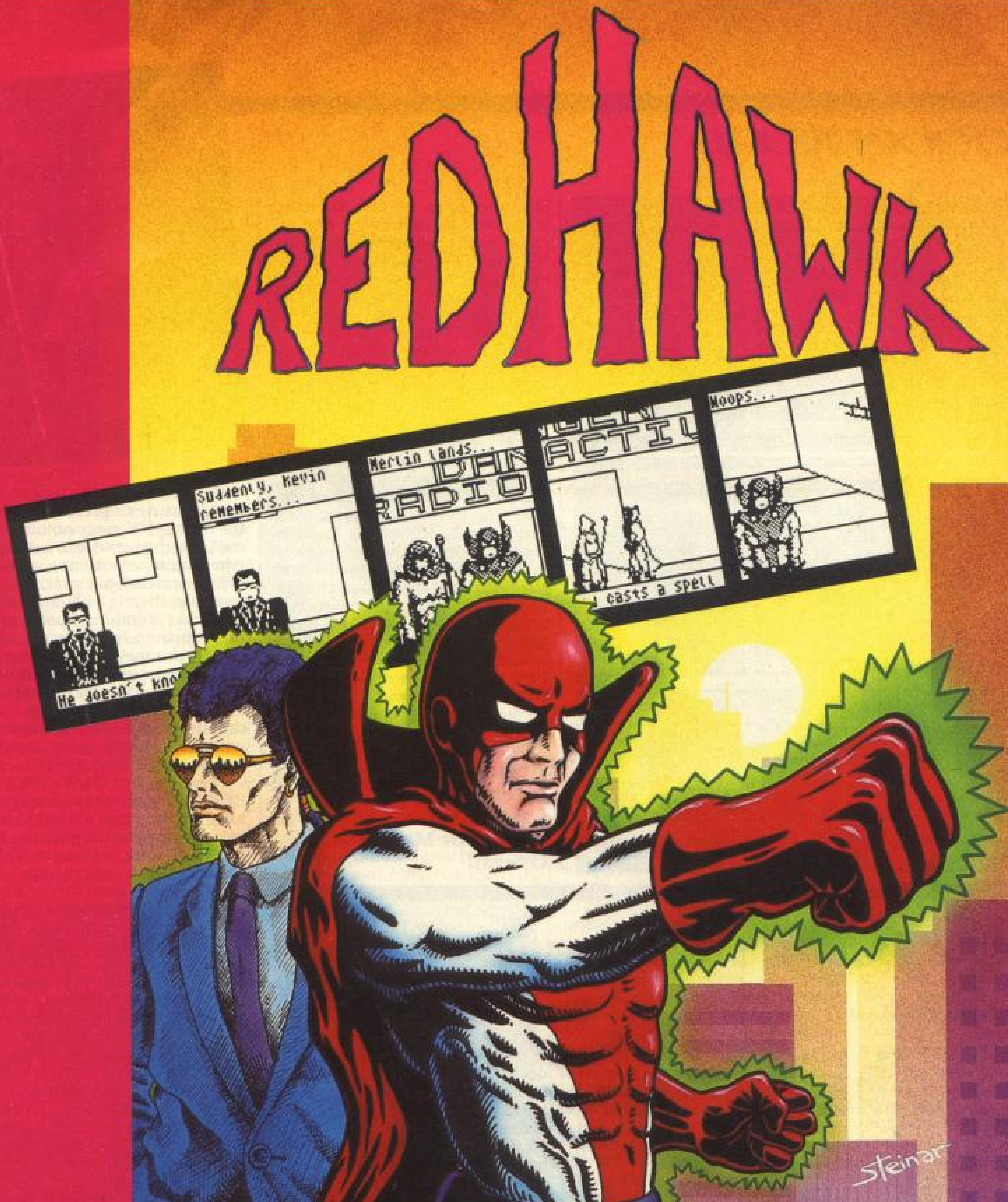
Melbourne House seem to have a thing about new adventure formats. Not content with having led the field with the *Hobbit*, they then dabbled with such obscurities as *Mugsy* (more of a strategy game) and *Zim Sala Bim*. The latter, you may recall, was an attempt to take the idea of the graphic adventure to the absolute extreme by having fully animated graphics plus text entry — a sort of interactive movie.

Unfortunately, *Zim Sala Bim*, though a brave attempt, was really pretty dull fare for most adventurers. The parser was rather limited and the vocabulary wasn't exactly enormous. Now Melbourne have once again attempted to break new ground with a program that claims to be an 'original comic strip adventure'.

Well, it's certainly different. There are three picture windows at the top of the screen, across which comic strip style graphics flash from right to left. A new development is pictured in the right hand frame, and then when something else happens the picture shunts along one frame to the left and a new picture takes its place.

What actually happens depends, of course, on you. You enter your commands at the bottom of the screen and if they're acceptable the hero carries out your instructions. The plot is pretty standard comic-strip fare. Kevin (alias Redhawk) awakes in hospital to find that by saying the word 'KWAH!' he can instantly change into his superhero alter-ego, and then fly about the place apprehending baddies.

There is a slight strategy element to the program in that Kevin must maintain his popularity rating by doing good deeds, otherwise useful people (like the police) won't cooperate with him. You also have to keep up your money supply and your energy rating. The latter diminishes rapidly while you are ▶



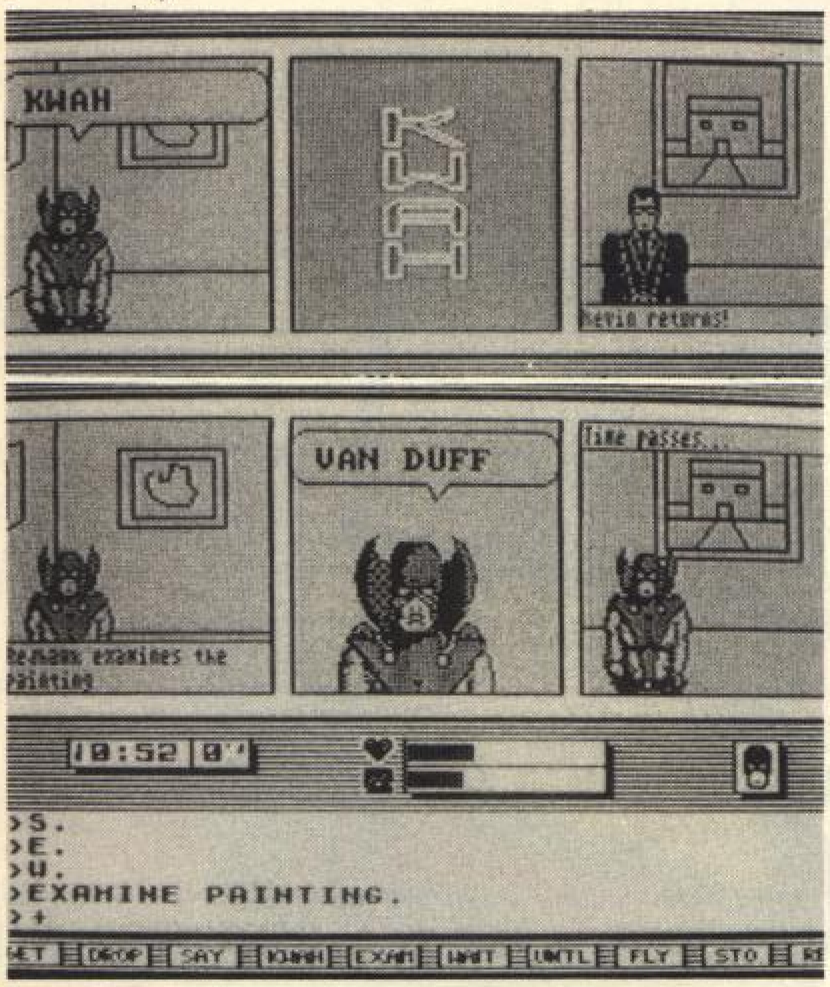
Shout "KWAH" and become REDHAWK, superhero extraordinaire in this original graphic comic strip.
Use all your superhuman skills to battle against the arch-villains. Keep a careful check on your popularity rating, your energy level and your wallet.
Remember – je ne say KWAH!
Available for C64, Spectrum and Amstrad at £8.95.

SAY "KWAH"

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in super-hero mode, otherwise things would really be too easy.

Redhawk is a better game on the Commodore than on most of the other micros I've seen it on. The pictures draw quite quickly and the colour selections are quite attractive. However, the appearance of the game doesn't really compensate for the program's main weaknesses. There are a limited number of things to do (despite an apparently sophisticated parser), a limited vocabulary, and a limited number of locations.

The game is played in 'real-time' with a clock on-screen, and the main objective is to stop an arch-baddy from blowing up the city. However, despite the attractions of your super-hero opponents and the occasional thrill of arresting a mugger in the park, the Wiz couldn't get worked up about the game. The fact of the matter is that comics are popular because they have excellent pictures and a good script — *Redhawk* has only mediocre helpings of both.

Atmosphere	50%
Interaction	60%
Lastability	68%
Value For Money	59%
Overall	**58%**

Questprobe III — The Fantastic Four

US Gold, £9.95 cassette, £14.95 disk

This is the latest in the long line of Scott Adams games, and the third in the Questprobe series featuring the Marvel heroes. Number three introduces the Thing and the Human Torch, either of whom you can 'become' during the game.

The White Wizard has had occasion to be rather less than complimentary about certain aspects of Scott Adams' games in the past. In this particular instance he ended up feeling positively bloody-minded since US Gold didn't supply him with a hint sheet. This is a favourite pastime with adventure software houses, who arrogantly assume that you're prepared to spend days on end reviewing their games and cracking their frequently illogical puzzles in return for a reviewer's pittance. I certainly don't rely on hint sheets to review games, but sometimes (and especially with Scott Adams titles) they're essential to get far enough into a game to really get the feel of it in the time available.

Scott Adams has a habit of putting you in at the deep-end in his games. They aren't really 'exploration' games at all, which is just as well because most of them don't have that many locations. Instead, they're what the Wiz thinks of as 'puzzle' games — in other words, their chief attraction is the number of particularly tricky problems that you have to solve, sometimes by inspired lateral thinking and sometimes, it must be said, by sheer luck.

The Wiz received the disc version of *Questprobe III* which offers some excellent graphics and a vocabulary slightly larger than previous Questprobe titles. However, that is where the love affair ends. The game is in fact grossly dated by today's adventure standards and doesn't rise much higher than a Quill release in terms of programming.

First, the speed of the thing. If you select the graphics option you have to wait for the disc to dump a new picture on the screen every time you change location. This takes a long time. Even if you don't select graphics you find that the program takes an absurd amount of time to process your inputs.

And it's not as if it does much





with them either. Examining items that aren't present results in the message 'You see nothing special', which gives rise to confusion where you're not sure what an object depicted on screen is. For example, there's a chimney stack that looks promising, but the program apparently doesn't understand 'chimney' — however, it does understand 'shaft'. Entering 'Examine shaft' gets you the aforementioned response, and simply leads one to wonder whether one has actually examined something or not.

There is no RAM SAVE or RESTORE option, so saving a game involves the usual absurd palaver of swapping discs, formatting special SAVE discs, and so on. This is particularly annoying in Questprobe III since there's a puzzle at the beginning of the game that results in your rapid death unless you solve it ASAP. That means frequent RESTOREing each time you die until you get it right — all very time consuming.

The whole user interface on the program is also pretty below average. Text is entered at the bottom of the screen in a small window. Once you've pressed RETURN, the screen flashes white and your input disappears. There's then a pause while the program processes your input, followed by a response. There's then another pause, and the window flashes yellow. At that point you can hit RETURN again and the window clears to white and awaits another input. If you can think of a more time-consuming and absurd system then let me know — I can't.

As with all Scott's games, the location descriptions are extremely brief, though in this case the graphics are of such a high quality that the atmosphere of the game isn't seriously affected by this. Nevertheless this is definitely not a game for text-only fanatics.

Nor is it a game for those who like lots of places to explore without having to crack endless, tricky puzzles, or for those who like a game that can move along at a cracking pace, or for those who want a game with a helpful parser. I leave you, members of the Magic Circle, to draw your own conclusions.

Atmosphere	75%
Interaction	59%
Lastability	75%
Value For Money	58%
Overall	**62%**

Seabase Delta

Firebird, £1.99 cassette



BT have already dipped their feet into the budget adventure market with *Subsunk*, a pleasant little Quilled ditty that represented very good value at £1.99. Now they've come up with a sequel, *Seabase Delta*, at the same pocket-money price.

Well, you don't expect much for £1.99, so the Wiz is pleased to report that he was quite taken with this package. The game has some above average graphics and the scenario, though not startlingly original, contains some novel puzzles and is generally consistent and logical in its construction.

Your mission is to penetrate an underwater enemy base, find out what's going on, and then escape. The game drops you in at the deep-end, having you standing over a dead body in hostile territory, but in fact things are made pretty easy for you since a quick examination of items close by will tell you almost all you need to know about



your objective.

The base is constructed around a series of subways, through which you travel on a small, card-operated transit vehicle. Given that the game was Quilled, the whole process has been quite well-programmed, though moving from one subway station to another is a rather repetitive process involving much fastening and unfastening of seat-belts which irritated me slightly.

The graphics are really excellent for a game in this price range. the puzzles are many, and for the most part very logical. If you enjoyed *Subsunk* then I think you'll agree with me that *Seabase Delta* is even better. When I think of companies like 8th Day Software who have entered the budget market in the last year or two, all I can say is that at £1.99 *Seabase Delta* makes most of the budget competition look chronically overpriced.

Having said that, though, there is just one point the Wiz would like to make about budget adventure software. The fact is that once you've cracked a game there is very little enjoyment left in it, unlike an arcade-based game where you can continue to try and improve your performance. If budget in price means budget in size (and I suppose it doesn't have to) then I'm not sure just how worthwhile budget adventures are. Personally I would prefer to save up my pennies and get something that was going to keep me occupied for longer. However, if you can accept the idea of a simpler game that won't take you months to solve, then this particular example definitely belongs in your collection — it's neatly presented, neatly programmed, and, although it doesn't offer a massive number of locations, it's lots of fun.

Atmosphere	72%
Interaction	68%
Lastability	65%
Value For Money	95%
Overall	**85%**

Wizard News

Melbourne House are poised for a huge *Hobbit* relaunch, with a cheaper version coming into the shops at £9.95. The company claim that the package represents 'tremendous value', but then go on to point out that it will no longer include the book. Hmmm . . . Isn't this game getting just a bit long in the tooth for that sort of marketing?

At the same time as Melbourne relaunch the *Hobbit*, CRL are set to release *The Boggit*. Grandalf and Bimbo go off together on a camping holiday, the secrets of which will be yours for £7.95. With over 100 locations to explore, the Wiz can't help feeling that this represents better value than its more serious predecessor — look out for a review in the near future.

Infogrames, a French company renowned for their excellent graphics and original games, are here. Their first product, *Mandragore*, offers 64 owners 260K of program, 'a graphic adventure of colossal proportions', plus a ten chapter booklet.

The game can be played by up to four players, each playing a single role within the game (rather like in *Lord of the Rings*). Players must unravel the secrets of ten mysterious chateaux before defeating the evil Yarod-Nur. The company are offering the chance of a visit to France to selected players, though the method of selection has not yet been determined. Full review next month.

Wizard's Mailbag

Chris Gunning kindly sent me a short review of *Buckaroo Banzai* from Scott Adams. This game isn't available over here yet, but Chris rated it 82% overall, saying: *'You, Buckaroo, have discovered with the aid of your jet car, a race of aliens called the Lectroids who are out to destroy the world. Just as you think you have disposed of them, you discover that they have planted a nuclear bomb in the heart of a mountain ready to explode. It is your job to set out and save Arizona.'* Sounds promising, though apparently we'll have to wait for the film upon which the game is based to be released over here before we can play the adventure.

News of a new adventure club has reached me, **Adventurers Anonymous**, run by **Richard Gibson** and **Gavin Day**. The membership fee is £5.00, and further details can be found in the Club section.

Alan Mockler writes in to ask for more reviews of Infocom games and more maps. OK, Alan, I'll consider it — maps take up rather a lot of space in the column (and also take time to prepare) but I'll be delighted to print any I receive, space permitting. How about it, mappers?

Alan also writes: *'Please get on to Roger (Kean) and get the old skinflint (only joking Roger) to organise an interview or feature on Infocom'.* Shame on you, Alan! Roger a skinflint?! Haven't you read the last two issue!?

Seriously, though, Infocom got themselves into a bit of a jam this year, after spending ages working on an 'intelligent' business program that would accept English inputs. Unfortunately this excellent idea for a spin-off from their adventure games succeeded in sinking the company, since others had already had the same idea and done a better job. Fortunately, they are now in the capable hands of Activision, who will shortly be releasing two new Infocom adventures — *Trinity* (for the C128 only) and *Leather Goddesses of Phobos* (for the 64) — along with all of their older titles. More details next month.

Finally, Zeon the Wiz has applied for the honorary position of demi-wiz by announcing that he runs a Closed User Group on Compunet called Mudders Anonymous. Full details from the magician himself at **48 Thames Close, West End, Southampton, Hants, SO3 4LE.**

Wizard Tips

Let's face it, if you want to live long enough to get a beard as long as you-know-who, you'll need a bit of help . . . Especially if a large ogre is heading straight for you with murder in his eye and a Balrog straining at the leash. Should that be your problem, I suggest you switch off the computer or, if it's already off, stop taking the pills. In the meantime, you might try some of the Whizzard Remedies printed below . . .

THE VERY BIG CAVE ADVENTURE
More trouble with the bull — he's an abomination.

LORD OF THE RINGS
Go for a swim at the beach.
To pass a skeleton, throw a gem.

SEABASE DELTA
Wear flippers to examine table.
Get ink from octopus.
Forget the torch.

THE PILGRIM
Eat fungus when sick.
Wear mask and turn valve to get past yellow fog.

PLANETFALL
Floyd will get shiny fromitz.
Note colour on panel next to enunciator then press appropriate button in machine shop.

TRACER SANCTION
Go mining on Jubilex and sell proceeds on Solex.
Switch ace on Metropolis to get 1875 sols.

CLEVER CONTACTS

This is it! The meeting place for Whizzards, Warlocks, and Weirdoes from around the world! Timely help to distressed adventurers, clubs for the curious and the sociable, contacts for all . . . In fact, why isn't YOUR name here? If you've finished a game (or games) and want to see your name in print and your mail-box packed full of epistles from fellow adventurers, then write to **The White Wizard's Dungeon, PO Box 10, Ludlow, Shropshire, SY8 1DB**. All details on a postcard wherever possible, please.
If you're writing requesting help, then please be aware that I may not always be able to find room for your request on these pages. By far the best course of action is to get in touch with one of the adventurers listed below. The White Wizard may be in the running for the Presidency of the Enchanter's Guild, but he's only human and can't answer every letter he receives.

Club Help Offered

The Questline Adventure Club now boasts over a thousand members under the guidance of **Tony Treadwell** in Oxford. Questline also appears on **Compunet** and **Micronet**, though the Wiz isn't sure of the MBX numbers — check with Tony at the address below if you're curious. For free membership plus a newsletter (50p per issue, I believe — even poor Tony has to eat, you know), send an **SAE to Questline, 17 Headley Way, Headington, Oxford. Tel: (0865) 68637**

Adventureline, run by **Roger Garrett** of Chelmsford, is a rather more disciplined affair, and Roger got hold of me on Prestel the other day with the following message: 'Adventureline is now strictly a members only club. Membership is £12 a year, and members receive a free monthly magazine, 'The Guiding Light, in which we run competitions, reviews, hints etc. There are 8 helplines manned by master adventurers and open 16 hours a day, 7 days a week.'
Sounds like quite an undertaking, Roger and I wish you well. Readers who are on-line can contact Roger on **Prestel 919998507**

If there are any other clubs out there in the big, bad world who would like to use this spot to publicize their activities, then please send full details to the Wiz. I should warn you, however, that I will not include details of any organisation that does not succeed in convincing me of their reliability. I have my readers' interests at heart, and like Greek food, crates of wine, and silk shirts — all of which should be sent to me c/o the Zzap! office.

Help Offered

Heroes of Karn, Empire of Karn, Catacombs, Eureka, Hulk, Spiderman, Munroe Manor, Hobbit, Forest of Doom, Pyramid of Doom, Quest for Merravid, Holy Grail, Twin Kingdom Valley, Dungeon Adventure, Castle of Terror, Golden Baton, Perseus and Andromeda, Witches Cauldron, Classic Adventure, Arrow of Death Part 1, Pirate Adventure, Ten Little Indians, Ring of Power, Aztec Tomb Part 1, Gremlins, Jewels of Babylon
Simon Gaunt, Tel. 0302 726917 between 5pm and 9.30pm only.

Valhalla, Waxworks, Golden Baton, Hulk, Spiderman, Snowball, Arrow of Death Parts 1 and 2, Hobbit, Hitch-hikers Guide to the Galaxy, Terrormolinos, Hampstead, Eureka
Nick Wright, 1 Eastleigh Drive, Mickleover, Derby, DE3 5HZ.

Zork 1,2,3, Enchanter, Sorcerer, Starcross, Suspended, Planetfall, Hitch-hikers Guide to the Galaxy
Nigel Morse, 11 Green Leafe Avenue, Wheatley Hills, Doncaster, DN2 5RG Tel. Doncaster 61672 between 6pm and 8pm, weekdays only.

Urban Upstart, The Helm, Subsunk, Circus, Ten Little Indians, Perseus and Andromeda, Arrow of Death Part 1, Hulk, Spiderman, Adventureland, Secret Mission, Sorcerer of Claymorgue Castle, Gremlins, Lords of Time, Colossal Adventure
Gavin Berry, 25 Beauvale Road, Hucknall, Nottingham, NG15 6PF Tel (0602) 635117 between 2pm and 5pm only.

Hacker, Dragonsworld, Hampstead, Empire of Karn, Heroes of Karn
Lynn Leech, Tel 0942 606900 after 6pm and Sundays.

Heroes of Karn, Voodoo Castle, Ten Little Indians, The Lost City, Wizard of Akyrz, Quest for the Holy Grail, The Hobbit
Paul Flanagan, 6 Corry, Belleek, County Fermanagh, N Ireland.

Quest for the Holy Grail, Hobbit, Grand Larceny, Castle of Terror, Terrormolinos, Ring of Power, Gremlins, Danger Mouse in the Black Forest Chateau, Adventureland, Hulk, Red Moon, Ten Little Indians, Heroes of Karn, Spiderman, Mindshadow, Arrow of Death Part 1, Mordons Quest, Crystals of Carus, Never Ending Story, Return to Eden, Emerald Isle, Wizard of Akyrz, Circus, Escape from Pulsar 7
Graham Robson, 169 Buddle Road, Benwell, Newcastle upon Tyne, NE4 8JW

Hobbit, Twin Kingdom Valley, Hulk, Gremlins, Eureka (Prehistoric), Sherlock, Valkyrie 17, Macbeth 2, Valhalla
Kevin Eason, 24 Bulwer Road, Kirkby in Ashfield, Nottingham, NG17 8DR. Tel: (0623) 753725 after 4:30pm weekdays or after 2pm weekends.

Gremlins, Fourth Protocol, Hobbit, Empire of Karn, Snowball, Lords of Time, Red Moon, Twin Kingdom Valley, Tower of Despair, Mindshadow, Tracer Sanction, Spiderman, Adventure Quest, Lords of Midnight
Sanjay Keswani, 76 Girdwood Road, London, SW18 5QT. Tel: 01 788 7511 before 10.00pm.

The Hobbit, The Hulk, Spiderman, The Time Machine, Return to Eden
Clyde Meli, Villa Yvonne, 36 Ta'Xbiex Terrace, Ta'Xbiex, Malta

The Hobbit, Tower of Despair, Eureka, Perseus and Andromeda, Colossal Cave, Wizard of Akyrz, Munroe Manor, Fourth Protocol Part I
Geoff Wing, 171 Beadlemead, Netherfield, Milton Keynes, MK6 4HV Tel: 0908 661287

Ultima III, Zork I, Fahrenheit 451, Hobbit, Twin Kingdom Valley, Urban Upstart
John Macvie, 22 Loanhead Street, Kilmarnock, Ayrshire, KA1 3AU. Tel: 0563 42816 between 6pm and 9pm only.

Hampstead, Snowball, Terrormolinos, Gremlins, Never Ending Story, Heroes of Karn
David, 179 Gilbert Road, Smethwick, Warley, West Midlands, B66 4PT Tel: 021 565 2492

Hobbit, Erik the Viking, Fourth Protocol I & II, Hacker, Castle of Terror, Zork III, Ring of Power
Steven Kelly, 4 South View, Whins Lane, Simonstone, Burnley, Lancs, BB12 7QU

Eureka
Andrew Froggatt, 195 White Swan Road, Mt Roskill, Auckland 4, New Zealand.

Heroes of Karn, Empire of Karn, Hobbit, Gremlins, Terrormolinos, Never Ending Story, Mindshadow, Lord of the Rings
Kevin Murphy, 13 Munro Street, Kirkcaldy, Fife, KY1 1PX Tel: (0592) 201384 after 4pm Mon to Fri; all day Saturday, but not Sunday.

Zork I,II,III, Planetfall, Witness, Deadline, Suspect, Enchanter, Sorceror, Infidel, Suspended, Starcross, Seastalker, Cutthroats, Hitchhikers, Spiderman, the Hulk, Voodoo Castle, Mission Impossible, Pirate Adventure, Pyramid of Doom, the Count, Adventureland, Strange Odysseys, Golden Voyage, Mystery Funhouse, Ghost Town, Robin of Sherwood, Gremlins, The Time Machine, Escape from Pulsar 7, Arrow of Death I & II, Golden Baton, Perseus and Andromeda, Hobbit, Hampstead, Terrormolinos, Amazon, Dragonworld, Perry Mason Mandarin Murder, Erik the Viking, Mindshadow, Tracer Sanction, Dallas Quest, Aztec Tomb Adventure I
Christian Martensen, St Kongensgade 72, 1264 KOBENHAVN K, Denmark

PLEASE NOTE: Respect your fellow adventurers. Never phone after 10.00pm (earlier if specifically mentioned above) and **ALWAYS** enclose a stamped addressed envelope if you want a reply by post.

Contacting the White Wizard

You can contact the White Wizard by writing to him c/o ZZAP! 64. I love getting letters and will always publish them on these pages if I've got the space. Remember that there may be some delay between your sending the letter and seeing it in print — we work to very odd schedules in the publishing industry.

If you have one of these new fangled modem things, you can get me on **Prestel 919994854** or **BT Gold on 83:JNL251**. People who contact me on electronic mail have a better chance of getting a direct reply, but please remember that I am NOT a helpline service! That's what the Clever Contacts are there for, and they're very good at their job.

ON-LINE WIZARDS

Brief jottings from the world of the Modem-Owning Magicians . . .

Chris Gunning (232618977) has been much on the wires recently. Like many others he seems to be stumped in *Borrowed Time*. 'I can get past the bit where we have got the suitcase, but have tried everything to elude the robbers. Can anyone help?' he cries.

John Macvie now believes that I'm the White Wizard, but he wants to keep quiet about his MBX because he doesn't always have access to it. 'Tis the reward of disbelief, John — the curse of the Bearded One!

Tam Carson (07:TQC001) sent in a remote mail from Aussieland with a big hello to all who cavort on these pages. Ah! The bliss of BT Gold long-distance comms! Anyone else out there on a Dialcom network?

Please note that the White Wizard cannot answer individual enquiries from lost adventurers. If you're really stuck, then try asking one of the Clever Contacts for assistance.



LASER GENIUS

AN EDITOR, ASSEMBLER, MONITOR AND ANALYSER THAT REPRESENTS A NEW APPROACH TO MACHINE CODE DEVELOPMENT.

THE EDITOR

Produces tokenised source files which occupy about half the normal space and accelerate assembly to three times the normal speed.

* *Source files can be loaded/saved to and from tape and disc from within the editor. Source files from other popular assemblers can be loaded and tokenised.*

* *A full screen editor which replaces conventional text handling with a block/paragraph numbering scheme.*

THE ASSEMBLER

A full two-pass macro assembler (co-resident with the editor) which supports input/output from tape and disc, conditional assembly, intelligent assembly of subroutine libraries and inclusion of named files from tape or disc.

* *Built in calculator with access to symbol table after assembly.*

* *Symbol table may be saved and loaded for cross reference and selective assembly of subroutine libraries.*

* *Z80 mnemonics can be freely mixed with Phoenix, a high level compiling language.*

THE MONITOR

has all the usual features of a relocatable front-panel debugger plus:

* *Disassembly to screen, printer, tape or disc with CALL and JUMP labels automatically generated. Disassembled files can be loaded into the assembler, edited and re-assembled.*

* *4 slow running modes with a trace facility that allows the path of a program to be stored so that bugs can be traced back to their source.*

* *17 types of breakpoints are available – up to 8 can be set at any one time. Options include "down-count" and control of slow run modes.*

THE ANALYSER

A completely new concept in program debugging. This unique utility allows you to execute up to ten analyser programs that scrutinise your machine code program while it is running. When a particular condition is found the program will break with an option to trace the path taken.

For example, if a program crashes, writing extraneous data to the screen, the analyser can be set to run the program up to the point that a 'write' is made to a particular area of the screen. The path can then be listed to find where the error originated.

ocean iQ

LASER GENIUS, the definitive system for machine code programming, is part of the OCEAN "Innovation and Quality" range, brought to you with the combined skills and resources of OCEAN and OASIS (producer of "White Lightning"). Other easy to use products in this range will include extended BASICs, Compilers, screen designers, music composers and word processors to make your programming more rewarding and exciting.

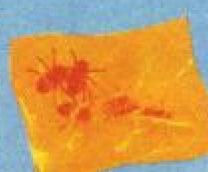
SPECTRUM 48K/+/128K £14.95

AMSTRAD CPC 464/664/6128
£14.95 TAPE £19.95 DISK

Ocean Software is available from selected branches of:
WHSMITH, John Menzies, WOOLWORTH, LASKYS, Rumbelows, Greens,
Spectrum Shops and all good software dealers. Trade enquiries welcome.
6 Central Street, Manchester M2 5NS. Telephone: 061-832 6633. Telex: 669977 Oceans G.

MINION's REVENGE PART TWO

ZZAP! COMP





CALLING ALL HOAXERS, PRANKSTERS AND TRICKSTERS!

Design a Joke and win a complete Practical Joke Kit

The vile and despicable ZZAP! reviewing team have been making your Minion's life a misery again. Apart from trying to lob me into Girly Penn's Pet Black Hole (rotters!), they've suddenly taken to playing all sorts of practical jokes on Yours Truly.

You see, those wacky and zany gals at St Bride's School have just come up with a spoof adventure *The Very Big Cave Adventure*. In it, you explore a set of caves with your guide, Trixie Trinian, and have to deal with lots of weird and wonderful situations. Puns abound — for instance, there's a bull that lives in a gulley: A Gulleybull! (groan). Stacks of lateral thinking as well as punsmithing has gone into the game — there's even the world's first text-only version of *Space Invaders* in one location!

But on to the root of this Minion's current problem with the spiky-haired ones. The St Bride's lot are a fun-loving bunch, who like nothing better than playing jolly practical jokes on one another. They're stuck out in the depths of greenest Ireland, though, and have to get all their fun equipment from Mail Order japesters MATCHRITE, purveyors of all sorts of wizard wheezing equipment from rubber masks, electrifying ciggy lighters and X Ray Specs to pongy spray aerosols, water machine guns and exploding teaspoons. Keen to let everyone share in the fun, St Brides and their publishers, CRL, want to give half a dozen practical joke kits away to ZZAP! readers.

To help persuade Girly Penn that this was a good idea, they sent a selection of goodies from the jokemasters for him and the other ZZAP! reviewers to play with — hairy hands, joke flies, cobweb spray and water machine guns and so on.

And guess who's the guinea pig? Right in one. There I was, slinking back to the broom cupboard, and what did I find, strategically placed at knee height? A trip wire fixed to a water machine gun SPLOOSH! Wet Knees. SPLAT! A custard pie in the face from Girly quickly followed and then I was chased round the office by Mr Liddon begging for the crumbs. I ask you.

Cleaned up and settled down in the broom cupboard I sat down to a good session with a cuppa, bag of doughnuts and the latest romance from Minions and Boone and what sproings to the surface of my steaming tea? A plastic fly, floating legs to the air. BANG goes the exploding teaspoon when I try to fish it out. SPILL goes the hot tea, YAROO OUCH goes your Minion, dancing round the confines of his retreat.

That was only the beginning. For days now I've been plagued with plastic doggy do's, rubber egg sarnies, toilets that burst into song everytime I go near them, leering Frankenstein faces popping up at odd moments and all sorts of unpleasant japes. Tee Hee, go the ZZAP! Reviewers. Snarl Snarl go I.

I WANT REVENGE

Design for me, oh faithful readers, the ultimate piece of Practical Joking Hardware that I may build it according to your instructions and wreak my revenge on the ZZAP! Reviewers. Pick one of the motley crew and come up with a fiendish device, specially tailored to cause the maximum pain and embarrassment to him (or it).

Girly Penn might be taken in by a special nightie, for instance, that's super flammable and spontaneously combusts the moment the he puts it on, enveloping him in special non-harmful magician's fire. Lummock Liddon could be driven to distraction by a three course meal on an automatic string that snatches it out of the range of his troughing tools the moment he touches the scrummy goodies on offer. Collapsing elevator shoes should put paid to Masterson for a while, while Jazza Rignall would be mortified by a special hardware add-on for his Commodore which ensures that, no matter how hard he tries, he al[illegible]ays ends up at the bottom of th[illegible] High Score Table on all the ga[illegible]nes he plays.

Come on chaps and chapesses. You can do it. Design a Practical Joke and I'll reward you handsomely with prizipoos supplied by CRL and St Brides. Best device wins its designer the following: Water Machine Gun; Hairy Hand; Joke Flies; Snow Blizzard Tablets; Balloon Water Bombs; Giant Python; Mad Dog Lighter; Talking Toilet; Exploding Teaspoon; Vibrating Handshaker; Amazing Flying Bird; Cobweb Spray and Frankenstein Mask. Five runners up are to receive slightly less comprehensive joke kits, comprising: Water Machine Gun; Hairy Hand; Joke Flies; Snow Blizzard Tablets; Balloon Water Bombs and a Giant Python.

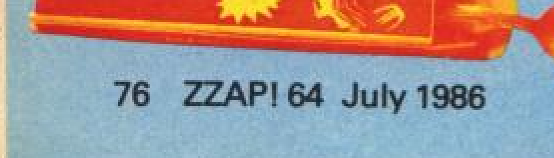
Whizz your Japes in to **MINION's REVENGE PART TWO, ZZAP! TOWERS, PO BOX 10, LUDLOW, SHROPSHIRE, SY8 1DB** and make sure they arrive by 10th July. Okay? Okay, get thinking.













Gary's technical bit in the middle

THE GENIUS OF AMPLIFIED LIGHT

Launches of new games by software houses abound, a week doesn't go by without yet another 'mega' game being thrust in front of the press herd. This sort of thing is great fun since the software house launching the product usually decides the line best taken is to force as much drink as possible down the attending journalistic throats. In the utility software world, however, such things are very rare and when **Ocean** decided to launch their new *Laser Genius* at a plush hotel in downtown Knightsbridge I was more than surprised. And a very nice time I had there too as did, I suspect, the representatives of other magazines. Many a hack journalist was to be seen to be staggering from Basil House Hotel towards Knightsbridge Tube station clutching their review copies of *Laser Genius*. And what of the product? Well I'll describe it now:

First a bit of history, a long time ago a there was a company called **Oasis Software** who were responsible for *White Lightning*, a games design package for the Spectrum. It was quite successful so they decided to widen their horizons to the 64 field and released *Machine Lightning*. For forty quid Oasis supplied punters with an assembler plus a host of graphics subroutines. The response, needless to say, was rather low. Even though the assembler itself was excellent, the price tag on the disk version was more than enough to scare off many end users. Nonetheless, *Machine Lightning* managed to clock up quite a respectable reputation with many 64 proggers.

The next phase of the story was for Oasis to sign a sales and distribution deal with Ocean. Under Ocean's wing, Oasis decided to rethink and improve some of their earlier stuff and one that came under scrutiny was *Machine Lightning*. Newly renamed *Laser Genius* the package contains the old *Machine Lightning* assembler plus an interesting new goody going by the name of **6502 Analyser**.

First the assembler:

The range of assemblers to be found for the 64 is not exactly huge and in most cases the quality of the product is really rather poor. Most are modifications of the normal Commodore BASIC environment and as such are a bit of a pain to use. If you're writing an assembler this approach makes sense since you don't have to be bothered by writing a fully fledged editor as well. The *Laser Genius* assembler, however, takes a totally different approach and includes an extremely nice editor through which to input your source code. You type in mnemonics in the fairly standard label, mnemonic, comment format and although you may type them in a slovenly manner, when listed the text is shown formatted. For example typing:

100LOOP LDX TIME

would list as:

100 LOOP LDX TIME

You may think that having pretty looking source code is a finicky detail, but to me it's very important indeed. I find that with a fairly sensibly laid out listing the debugging process is far easier since mistakes tend to stand out prominently. As you enter your text the editor scans each line for any obvious mistakes and points them out. To make inputting text all the easier there are AUTO and RENUMBER commands to shuffle your line numbers about along with DELETE for wanging out chunks of text.

Other handy features built into the editor include block move and block copy commands plus some handy extensions on the list command. Using using an exclamation mark before a label with the list command allows the rapid finding of a particular section of text. LIST !LOOP will list the line where label **LOOP** occurs, **LIST !LOOP,** will list from **LOOP** onwards and **LIST !LOOP,!LOOP2** will dump to screen all the text between **LOOP** and **LOOP2.**

The assembler itself is replete with all the functions you would expect to find in any good assembler. Data for operands can be bunged in as expressions in either hex, ascii, binary or octal and simple operations such as addition, subtraction, multiplication, division, modulus, EXCLUSIVE OR, OR or AND can performed on the data. A line stating:

LDA CSET +'A'*8

is quite valid because while assembling *Laser Genius* figures out what CSET +'A'*8 is and places that value into the object code. All very clever indeed.

To test the value of an expression beforehand just input **EVAL** then expression. **EVAL** can be shortened to its abbreviated question mark form, a handy addition all in all since it saves awkward fiddly messing around with calculators.

So now you've got your text into the machine and you want to assemble it. Logically enough the **ASM** command is the one to use and it comes with a whole host of possible suffixes. Using **ASM** by itself does a dry run and will not actually generate any object code. This option is not completely useless though as it reports any errors that may crop up in your virgin listing. To commit your work to memory **ASM,M** (ASseMble,Memory — it's all very logical you see) is needed. Another suffix is **L**, with this tagged on the end of **ASM** a full listing of the code is produced after the assembly.

C produces a concordance table (wot dat?) after assembly, a concordance table being a full list of all the labels used within the prog. Two tables are produced: one in alphabetical order and the other in numerical.

O assembles onto disk or tape. The nice thing about the **ASM** command is that all its suffixes can be strung together — so **ASM,M,L,C** will assemble into memory and produce both a concordance table plus a listing. Phew!

To test out your newly assembled routine use the **SYS** command to get things going. The most sensible course of action is to define a label at the start of your prog, for example one called **START**. Instead of having to remember mucky start addresses it's possible just to type in **SYS START**. All the operations in *Laser Genius* label can be freely used as expressions which is really very useful. If you need to save out freshly assembled code you use the **MSAVE** command for which you need to specify the start and end addresses of the memory to be saved. With a label defined as **START** and another at the end of text as **FIN** then **MSAVE"obj",START,FIN** will do the job for you. Much neater than having to poke locations 43,44,45 and 46 with the start and end addresses as BASIC demands.

For those of you out there with printers *Laser Genius* caters more than adequately, preceeding any of *Laser Genius*' commands with an asterisk causes the results to be sent to the printer. There are also a large amount formatting commands available that allow listings to be paginated with both 'header' and 'footer' (top and base) titles. How handy.



ZZAP! TECH

FINAL POWER

After reviewing **Evesham**'s Cartroidal offerings last month I've been inundated by a whole host of other such products for evaluation. Two equally impressive looking ones both purporting to perform near identical tasks are the **Final Cartridge** and **The Power Cartridge**. The Final Cartridge has been around for quite a while but as it's being constantly updated the version we were given (version 7) bears little resemblance to its first incarnation. Power Cartridge is a new thing packaged in a very natty as—never—seen—before red boxlet (it matches my briefcase). For some extremely strange reason both of the plug-ons were originated in Holland, maybe the dullness of the Netherlandic software market pushes the little clog wearers into designing new hardware for their 64s. Well it beats stuffing yourself with Edam.

Both cartridges provide an alternative operating system for the 64 and add many much needed facilities that should really and truly have been included in the first place. Still what does a porky review person do when told that a cartridge is a 16K operating system? He totally disbelieves them that's what he does. With screwdriver in hand I managed to prise the tops off both cartridges and found that what the literature said was true. Both boxes hold sixteen K eproms and a whole bunch of switching circuitry (TTL's and such like) for chugging out the old operating system and electronically plugging in the new.

The main features provided by both carts are very similar. First, for the ardent fans of BASIC, there's the toolkit giving access to a large number of extra editing commands plus the ability to handle Hex, a task notoriously nasty in BASIC. Of the two The Power Cartridge just wins out as all the extensions provided by FC are provided plus a few other equally useful functions including the very handy DOKE (a 2 byte poke).

Next in the line of handy add-ons added on are the various turbo tools. For the tape user both extensions provide very easily used tape turbos that troll the data in and out of the cassette port at about ten times the speed of the normal CBM silly blue screen loader. Both functioned perfectly reasonably and are quite an obvious boon to any cassette bound person.

The disk turbos are also handy since, as any 1541 owner will now know, Commodore's disk drive is pathetically slow. With either of these handy hunks of plastic installed certain disk operations are speeded up by five times. The Final Cartridge turbos both loading and saving while Power Cartridge only gives the loading process a helping hand.

The first Gary Liddon test of any disk turbo is to see if it works with my assembler, *Machine Lighting*. It's more an exercise in hope than a true test of the turbo since it would be so nice to have a disk turbo when heavily accessing the disk as is often the case when I've got the assembler out. To date all turbo cartridges have managed to corrupt some obscure zero page location that *Machine Lighting* just happens to use. The result is a cross Liddon and a thoroughly unrecoverable situation. FC did, to my complete and utter unsurprise, foul up while The Power Cartridge worked perfectly well cheering up the Liddon visage a great deal. Still Final Cartridge works well with a majority of programs at a respectable 5 times the normal speed — so you really shouldn't be that put off because it won't work with an obscure assembler. Also, as a handy add-on, both carts make disk access a darn sight easier with the addition of the DLOAD and DSAVE commands that take away all the hassle of having to type all that 8,1 rubbish.

Monitors

Included on both offerings are neat monitors that easily allow manipulation of memory throughout the 64. All the usual, and very useful, block move, memory edit, one line assemble and other such commands are included for the user's delectation. There's not really a lot to choose between the two except for some rather silly reason (probably just a slip of memory) The Power Cartridge denies the user any ability to look underneath BASIC or Kernel. The Final Cartridge, however, allows all of the ROMS to be turned off and you can even knock out I/O (£D000,£DFFF) and have a PEEK at what's lurking under there.

Printer Bits

Well thanks to the frugalness of ZZAP! financial director, Franco Frey, we don't actually have a printer for our 64 and as a result I was unable to test out any of the comprehensive printer functions supplied by either cartridge. Still the inlays haven't lied yet and so this is what they claim to do. The most notable additions are the screen dump facilities that can be accessed at any time, even when with a game up and running. So now it's possible to dump out game screens. If the screen is character based, however, you won't see the redefined characters. If it's a high res screen then it dumps using shades to depict the sixteen different colours. Power Cartridge supports a wider range of printers, so it's more likely to be useful than Final Cartridge.

Freezing

Both boxes have some manner of reset on the back. Hitting them takes you to a menu and both allow the state of the machine to be saved out as it is. It's a very similar effect to using a freeze frame. With both add-ons, to limit their pirating powers, you actually have to have the cartridges in place when loading back what's been saved out. It's quite sensible really since games saved out shouldn't really be loaded by anyone else except the owner of the original. From these reset menus it's also possible to get into a monitor. Very handy if you know the start address of a game and want to bung in some pokes.

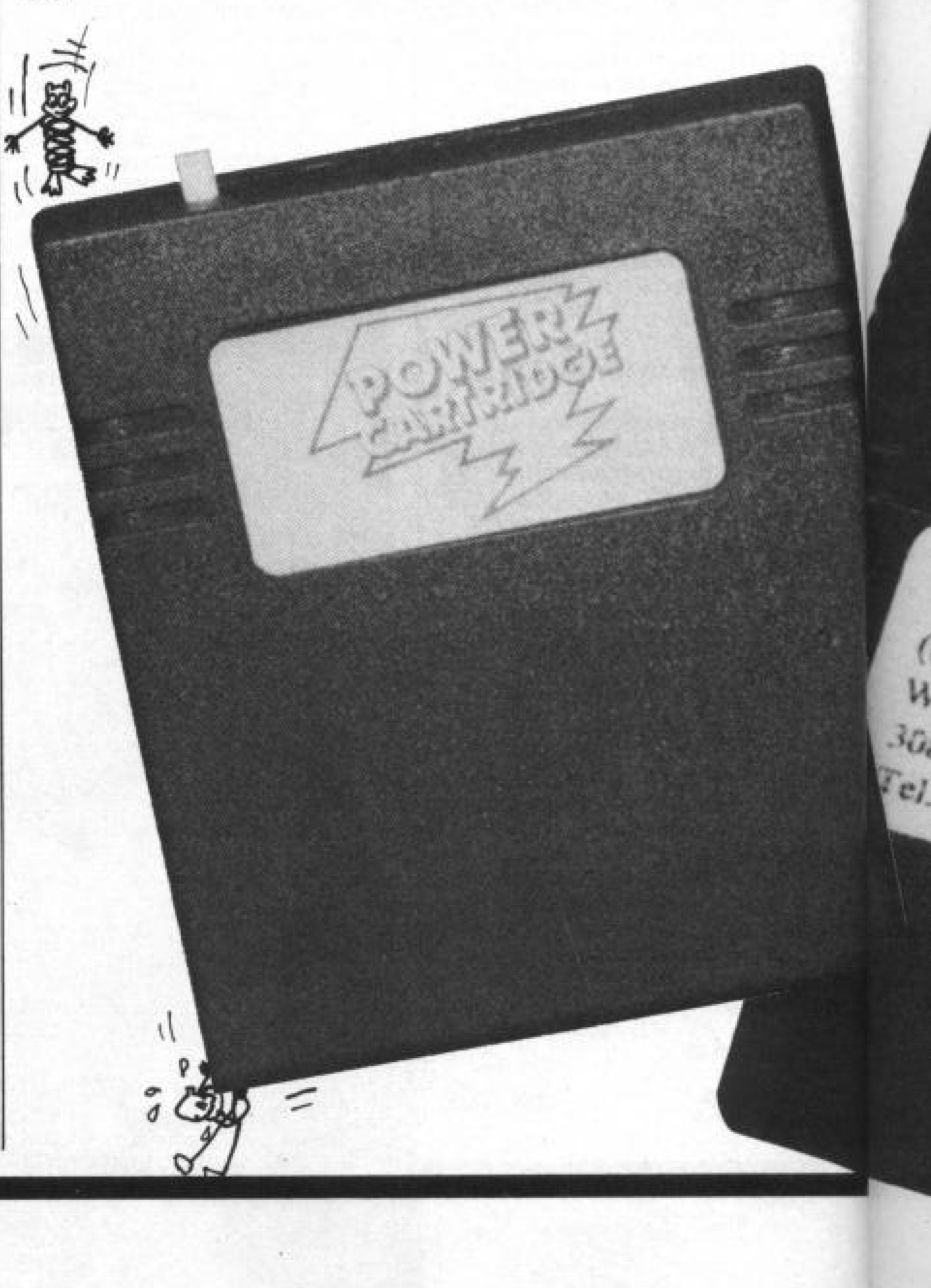
Extras

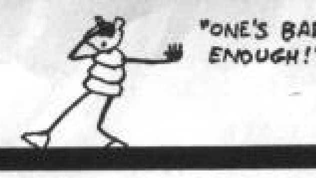
As a plus the Final Cartridge also comes complete with a game killer variant though to be honest I couldn't get it to work. An 'extra' also included on Final Cartridge is an increased finickiness over loading tape games. With the FC in it was loath to load quite a few of our tapes. Still there's an on/off switch at the back which should cure the problem. If you wish it's also possible to quit the Power Cartridge with the fairly obvious QUIT command. With either cartridge installed the function keys are reprogrammed to handy functions.

Summary

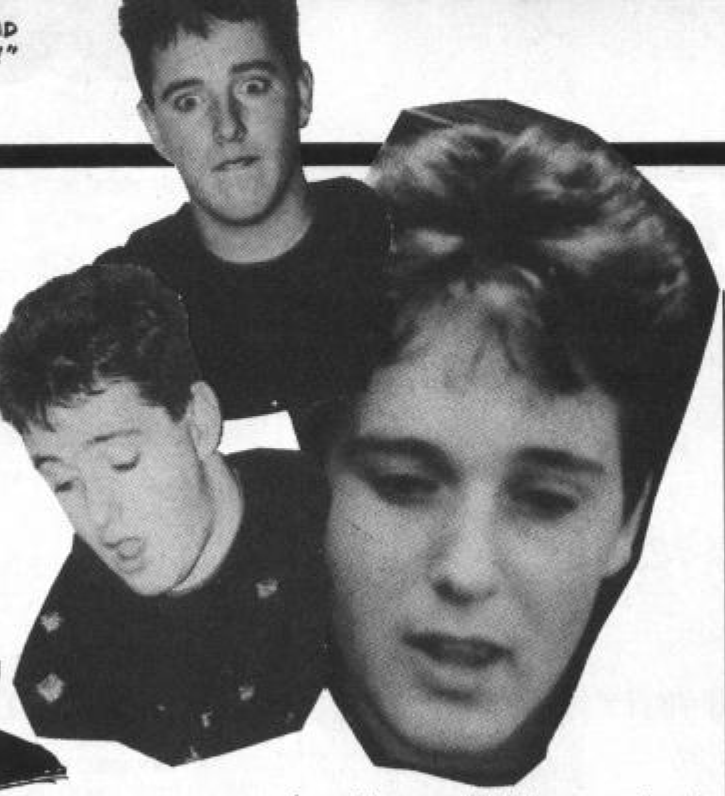
Both cartridges function fairly well though a few quirks came up with the Final Cartridge, a nasty one was from the freeze menu. There's an option to jump to the reset menu but it didn't work and just spilled garbled sprites onto the screen. A couple of times Power Cartridge refused to acknowledge key presses in the reset menu. This only happened twice and both times it was possible to get out of the situation by pressing reset again. There's very little to choose between the two but out of them I like the Power Cartridge best, mainly because it's slightly easier to use than FC. In the documentation stakes the PC also comes out just on top as it does on the packaging side of things. I know it may seem a bit petty to go on about the packaging but after skinning out forty five quid (which both add-ons cost) it's nice to feel you've bought something. The PC packaging is very neat and professional while the Final Cartridge came in a clear plastic bag with a computer print out instruction leaflet.

Anyway I can recommend either of the two to any 64 user/programmer, especially those with disk drives, and though the price is a mite steep you'll find yourself wondering how you ever managed without the help they provide.









Monitoring the bugs

Laser Genius is not only an assembler/editor, it also includes a full monitor and debugger. The best thing about this is its ability to work with all of your program's labels. If you suddenly need to look at the contents of a variable then **MLIST varname** will do the job.

Included in this section are handy single step routines for debugging a faulty listing.

All in all I regard the assembler as excellent, it provides the best environment I've seen yet on a 64 for the creation of code. Even if the *Laser Genius* package only consisted of the assembler/editor it would still be top of my utilities list, but it doesn't end there, yet before us lies the Analyser.

Interpreting the code

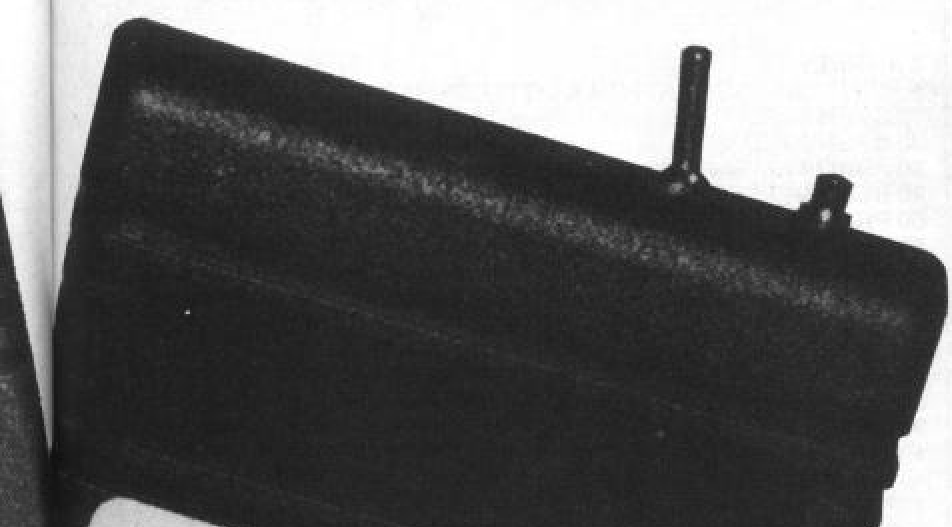
At its most basic and fundamental level the Analyser is a machine code monitor for aiding the faltering first few steps of a new program. If this is all the analyser offered then a truly unremarkable thing it would be, however this is not the case. What is very neat and innovative about the Analyser is that it contains a 6502 interpreter. Instead of running the code as a 6502 program it's possible to have the Analyser run it in a similar manner as the Basic interpreter does BASIC. The advantage is that with your program under such control it makes checking for errors very easy indeed. Understandably enough the code runs at a much slower speed while being interpreted but the depreciation is worthwhile for the control you now have over even the most unruly of programs.

A usual problem with bugged progs is that they corrupt certain areas of memory they shouldn't. Hunting down the misprogrammed object code causing such errors is usually time consuming and awkward. Using the Analyser's facilities it is possible to have your code interpreted in real time until certain conditions are met. Telling the Analyser which conditions have to be met to stop execution is done via a FORTH like language. Using this flexible system it's possible to halt execution when a certain memory location is read or written to, when any register is set to a certain value, even when any of the 6502 status registers are set.

The disadvantage of such a flexible system is that it does take a while to learn the new language, however the results are worthwhile since, once mastered, Oasis' *6502 Analyser* becomes an invaluable tool.

The reckoning

Overall I wouldn't hesitate in recommending *Laser Genius* to any potential or perennial programmers looking for a decent assembler. Within its field *Laser Genius* is most definitely tops and offers excellent value for money when compared to its rather inadequate contemporaries. Even if at the moment you are using another make of assembler and you're relatively happy with it, I should still take a look at Ocean's latest as I'm sure you'll be surprised by the amount of work it will save you.



ZZAP! TECH

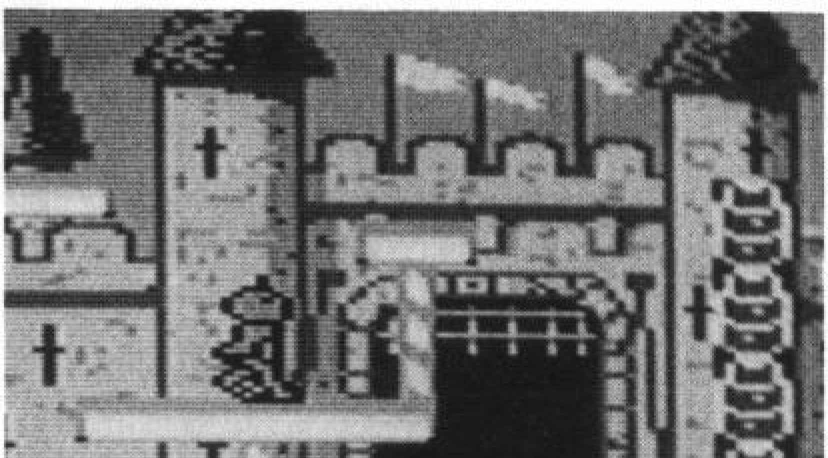


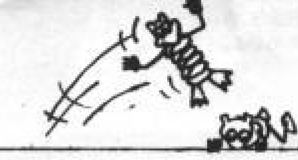
GONZO BOMBO

Well I certainly had a wee bit of a chortle this month mostly due to **Rino**'s latest release *Bombom*. In programming standards I'd say *Bombo* is the machine code equivalent of the human appendix: totally useless but it can cause an awful lot of grief. If Mr Software Retailer had managed to get £7.95 out of my wallet for it then he wouldn't have a very happy Gary Liddon on his hands. However since the copy we had was a gratis one for review it was possible to sit back and have a good long laugh.

The first source of hilarity is the title screen which uses raster splits to create different colour bars in the border. To say they glitch is a merciful understatement. To stop such glitching is very easy indeed since the glitch always happens at the same place; a small constant pause before changing the border colour will push the offending glitch outside of the border where it can't be seen. It's an old trick and a well known one that's been employed in commercial software for years.

The real side splitter is the scrolling message which happily informs that *'if we wanted to know about how to do raster interupts and all that on the C64 then buy my book Mastering Machine Code on The Commodore 64'.* Hardy Har Har. Needless to say ZZAP! is currently seeking out a copy of the said publication as it should provide a good guffaw or ten.





TIPS + plus ++++++

LCP PROBLEM CORNER

Make Way for Elsie Pee (MD) . . .

It has come to my attention that there have recently been gross amounts of cruelty inflicted upon 'the Little People' (and I'm not talking about Sean Masterson) who inhabit a certain computer, namely the Commodore 64. I am horrified and disgusted to learn that those honoured enough to be entrusted with a Little Person (I shall refrain from using the more common term 'Pet Person' since I do not wholly believe that this is the case) have actually been trying to CHANGE him for another one (the mere thought makes my flesh crawl). Don't you realise that a Little Person is for life!? He lives, breathes, eats and uses the toilet just as you do. You can't go around POKEing him just because you find him boring!! How would you feel is someone POKEd you in the CPU? You wouldn't like it, now would you? No. Precisely.

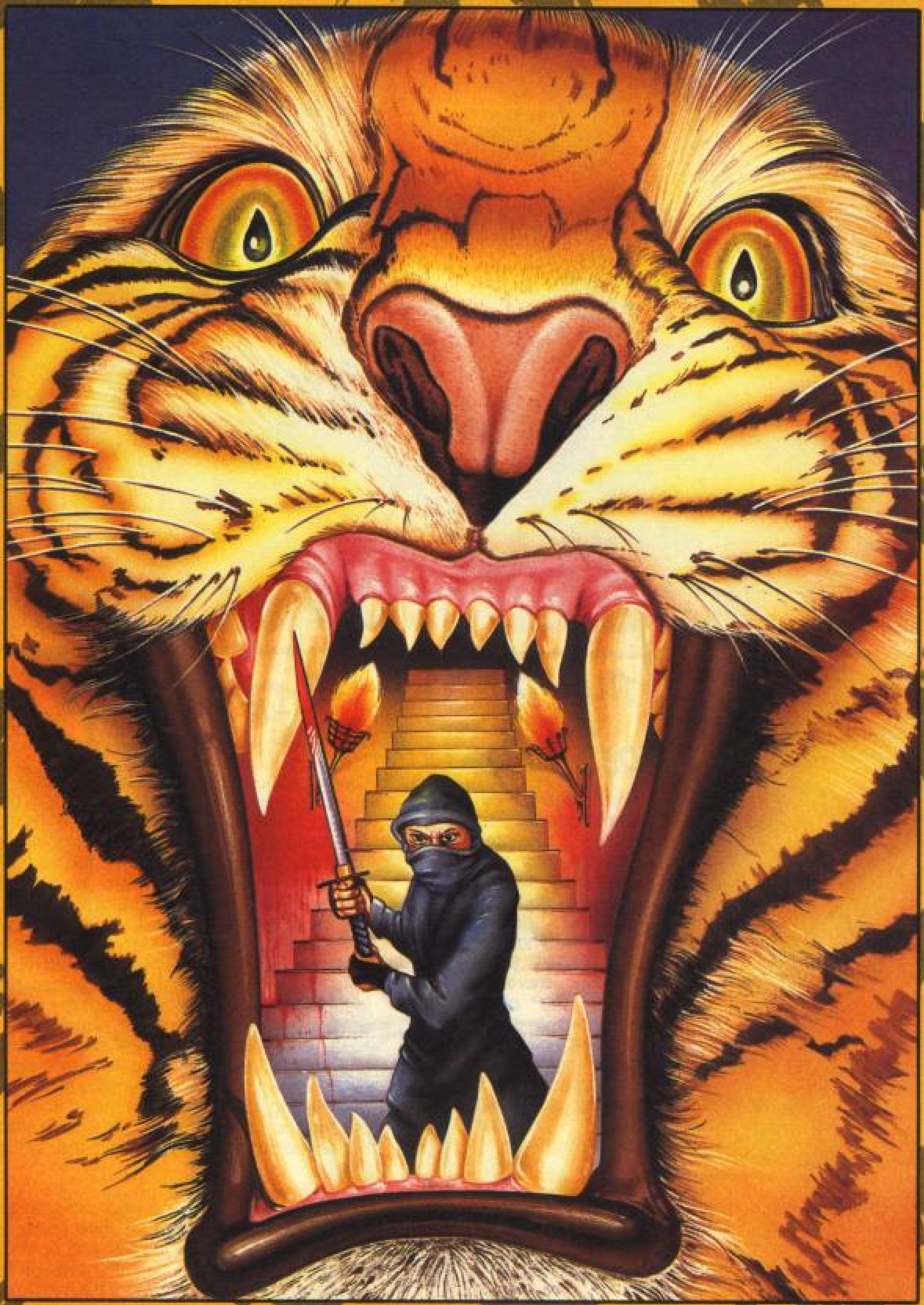
It is therefore hardly surprising that your Little Person has now evacuated the premises and moved on to pastures new, leaving behind a hologram (I bet you didn't know about the holographer in the 'back room') of a 'ghost' to tweak your conscience (Little People are rather vindictive, you see, and I can't say that I blame them, because I don't).

However, I am willing to believe that you deserve a second chance. So, here is a listing which will tempt another Little Person to move in. Type it in and check it very carefully for errors. If it looks kosher enough, insert your house-on-a-disk, type **RUN (RETURN)** and follow the on-screen instructions. The rest is up to you . . . Look after your new found friend — I don't want to hear of any more cases of Little Computer Person Abuse. OK? OK.

You can thank my assistant, David Chiles — who lives and works in Saltburn-by-the-Sea, Cleveland — for his dedicated research and the helpful program. Go on . . . 'Thank you, David'. Good. Goodbye.

```
0 A=RND(-TI)
5 PRINT "SEARCHING FOR A LITTLE PERSON . . ."
10 OPEN 15,8,15,"I0"
20 OPEN 2,8,2,"#"
30 PRINT#15,"B-P:"2;0;0
40 RESTORE:FOR I=0 TO 255:READ A:PRINT#2,CHR$(A);:NEXT
50 PRINT#15,"U2:"2;0;1;4
51 PRINT#15,"B-P:"2;0;0:PRINT#15,"U1:"2;0;18;17:
PRINT#15,"B-P:"2;0;0
52 FOR I=1 TO 8:PRINT#2,CHR$(48+INT(RND(1)*15));:NEXT
53 PRINT#15,"U2:"2;0;18;17
60 CLOSE2:CLOSE15
70 PRINT:PRINT "FOUND A LITTLE COMPUTER PERSON!"
80 PRINT "PLEASE TURN OFF COMPUTER AND REBOOT LCP"
90 PRINT "HOUSE ON A DISK . . ."
100 DATA 255, 3, 3, 23, 3
101 DATA 2, 4, 3, 107, 75
102 DATA 11, 0, 0, 1, 109, 0
103 DATA 0, 0, 0, 1, 6, 1
104 DATA 2, 2, 2, 2, 0, 0
105 DATA 2, 0, 0, 45
106 DATA 34, 2, 12, 17, 0
107 DATA 15, 36, 0, 20, 40
108 DATA 0, 7, 0, 6, 0, 15
109 DATA 0, 122, 5, 0, 0
110 DATA 0, 0, 12, 12, 0
111 DATA 0, 12, 13, 9, 1, 1
112 DATA 7, 33, 4, 16, 21
113 DATA 11, 4, 0, 0, 0
114 DATA 255, 255, 0, 0, 0, 0
115 DATA 8, 4, 0, 0, 8, 1
116 DATA 1, 0, 0, 164, 160
117 DATA 90, 0, 70, 64, 181
118 DATA 128, 16, 32, 0
119 DATA 0, 229, 229, 165
120 DATA 229, 16, 16, 11
121 DATA 9, 254, 0, 2
122 DATA 246, 0, 0, 0, 0, 0
123 DATA 54, 4, 0, 0, 131
124 DATA 131, 2, 2, 131, 0
125 DATA 6, 4, 5, 0, 6
126 DATA 4, 5, 1, 1, 2
127 DATA 3, 4, 1, 3, 2, 0
128 DATA 0, 254, 253, 251
129 DATA 247, 239, 223, 191
130 DATA 127, 1, 2, 4
131 DATA 8, 16, 32, 64
132 DATA 128, 0, 66, 44
133 DATA 22, 0, 0, 0, 0, 0
134 DATA 0, 0, 0, 0, 1, 8
135 DATA 49, 133, 66, 105
136 DATA 108, 108, 121, 32
137 DATA 66, 111, 98, 32
138 DATA 66, 105, 110, 107
139 DATA 108, 101, 0, 0, 0
140 DATA 0, 0, 0, 0, 0, 90
141 DATA 101, 107, 101, 0, 0
142 DATA 0, 0, 0, 0, 0, 0
143 DATA 0, 0, 0, 0, 143
144 DATA 0, 0, 1, 18, 0, 0
145 DATA 4, 89, 9, 7, 0, 0
146 DATA 191, 255, 0, 64
147 DATA 255, 191, 0, 0, 191
148 DATA 191, 0, 0, 255, 191
149 DATA 0, 0, 191, 255, 0
150 DATA 0, 191, 191, 0, 0, 191
```

THE WAY OF THE TIGER



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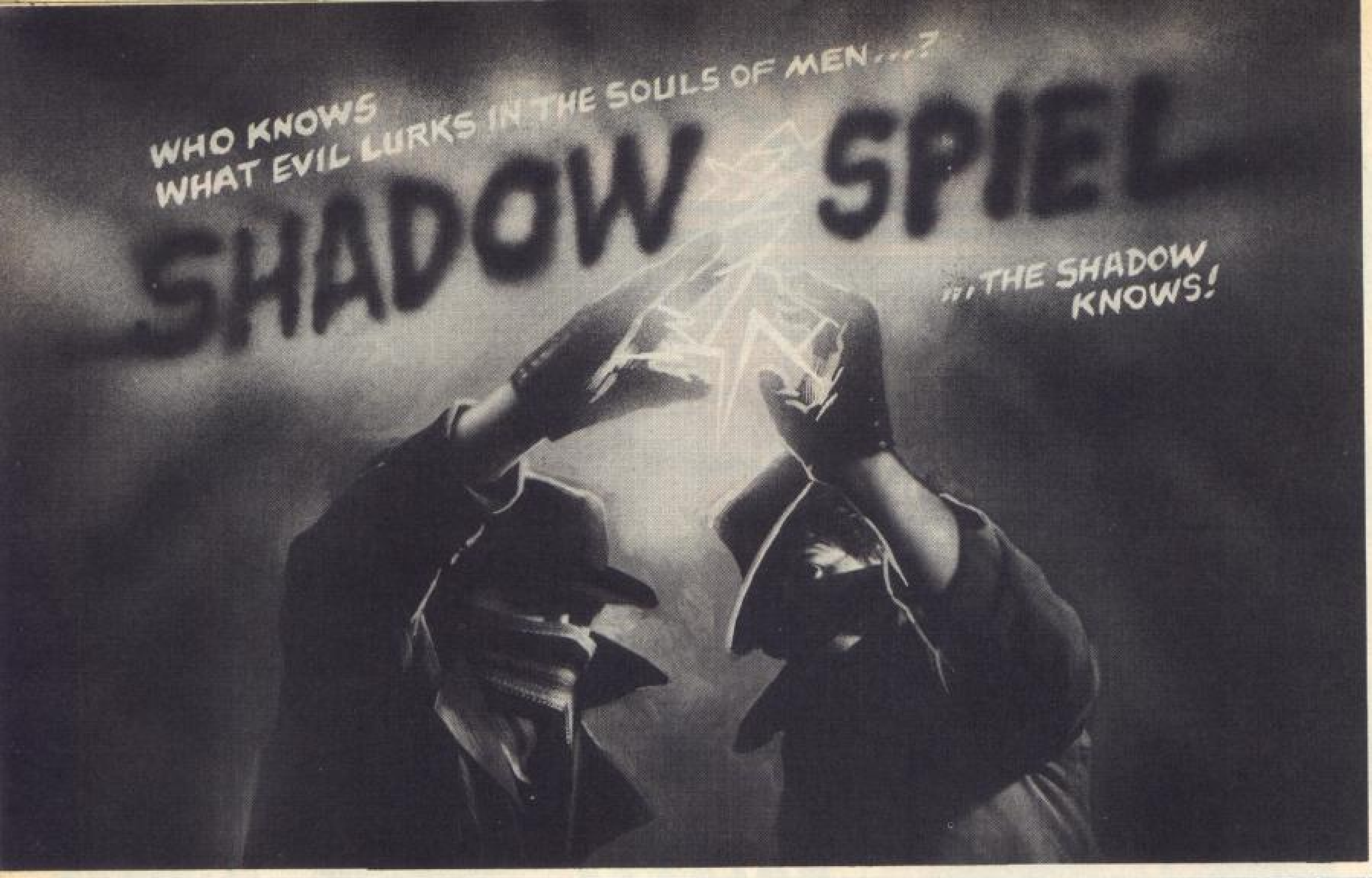
Disc £14.95

MSX 64K Spectrum 48K Amstrad CBM 64/128

Gremlin Graphics Software Limited, Alpha House, 10 Carver Street, Sheffield S1 4FS. Tel: 0742-753423



Screenshots from Spectrum 48K





TRENDY AND DEBONAIRE

The recent 7th Commodore Show at the Novotel was well received by all who attended and that included practically the whole of the ZZAP! team who travelled down the night before in the Shadowmobile. It gave your favourite nightstalker a chance to meet many familiar faces both friendly and not so friendly. One of **The Shadow**'s oldest (32 we are led to believe) and boldest 'old chums' met was the ever debonaire **Tony Takoushi**. Trendy Tony, sporting his much worn Taskset sweatyshirt, is rumoured to be touting the rights around for a german Turbo system going by the name of *Speedos*. This little techno marvel allows any file written out on specially formatted disks to be reloaded within the minute time of four seconds. Just a few minor adjustments are needed on the bog standard 1541 to make it work, a replacemnet kernel is fitted to both disk drive and computer and some connections are made between the user port and 1541 circuit board. The sum total of such an operation is a mere £7 and hopefully we will see *Speedos*' emergence in the near future. So far Takoushi has shown *Speedos* to Firebird and Activision in hope of stirring up some interest and money for himself.

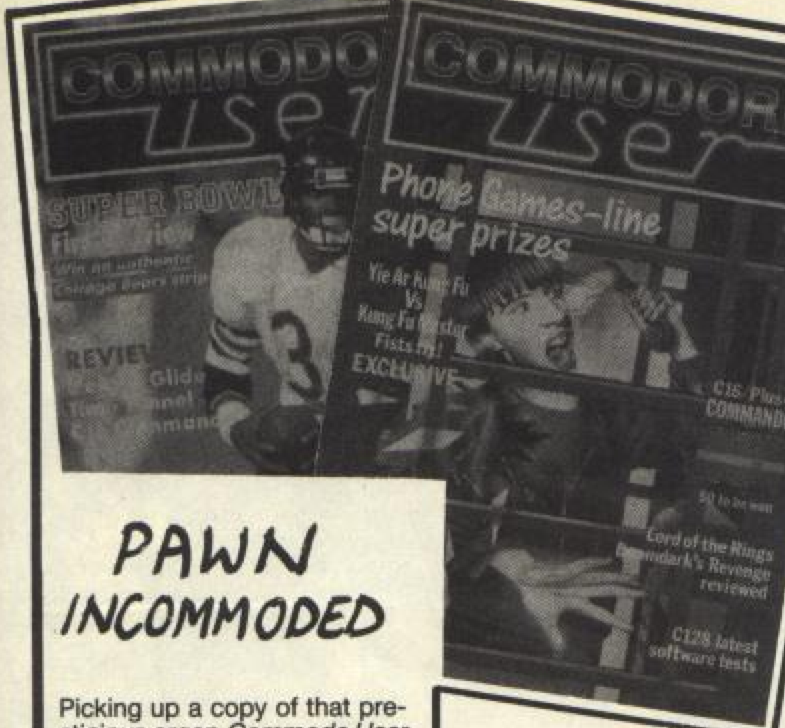
I SPY A BARROW

Gavva round Ladies and Gents because 'ave I got a bargain for you today! Today we've got 'INCONTINENTAL KARATE', a game of taste for yer *discerning punter*. It's one of yer actual fighting and fumpin games that's all the rage nowadays dahn the 'dilly 'cept there they'll charge yer ten to fifteen nicker. And 'ow much am I asking today from you lucky punters. How much missis, Fourteen quid? Thirteen? Naaaah, not twelve, not eleven, not even ten!!!! Let me tell you a story first to show you I'm a man of 'onour, me old granny, a sweeter old dear you couldn't ask for, needs herself an hip replacement on account of her slipping on all that ice last winter. Nowww let me tell you, ladies an' gents, if I knocked out my game for a tenner I could get her seen to on the private, none of that waiting about on the NHS. But I told her that'd be asking a tenner and she said to, she said, 'Mark, don't you fret none about me, you sell your game cheap, give your punters a decent deal'. Well I don't mind telling you, it breaks my heart down the straight and narra but for you misters and missus I can sell you IK for not eight, not seven but six, yes you heard me right, six fifty!!! Now who's first . . .

(Microdealer instantly go wild and start jumping up and down with large frothy smiles on their faces. Centresoft could be knocked down with a feather and Activision instantly signs a sales and distribution deal. PC Weekly appears the next day with headline 'ANOTHER BARROW BOY MAKES GOOD')

GET UP AND GLOW

Whilst down in the depths of Hampstead **The Shadow** managed to pop into **Activision**'s new fake castle abode and what should be going on but a pleasant little crenellated five story building warming party. I was discreetly mingling with various affluent and effluent members of the computer trade when who should come up to me with an interesting story but Activision's very own radio Flathead, **Andy Wright**. Apparently Activision supremo **Hugh Rees Parnall** has suddenly developed a rather strange aversion to all sorts of dairy product. From now on for the medallioned MD it's black coffee, dry Special K and yoghurtless lunches. And why should such a sudden paranoia manifest itself so? **The Shadow** Knows! After the rather spectacular 'only tens may die' explosion at downtown Chernobyl and resultant radioactive dust cloud, the poor man fears he may wake up one morn looking somewhat similar to the child in the Ready Brek ad. Rumour has it that's Hugh's fears of glowing Chernobyl green have reached such a height that he even refuses to wear his Action Man Glo-in-the-dark watch.



PAWN INCOMMODED

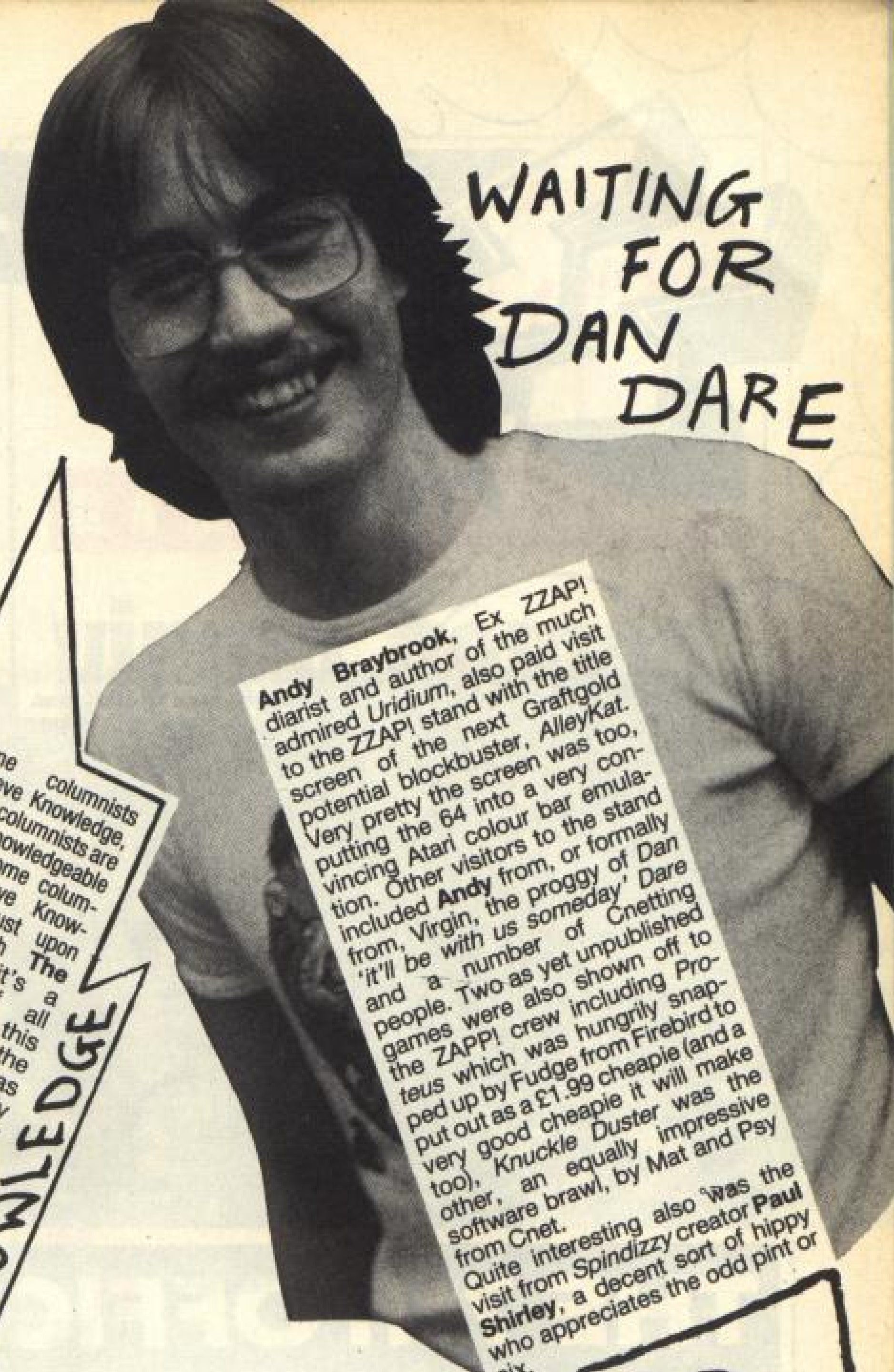
Picking up a copy of that prestigious organ *Commode User* recently (someone has to do it), supplied **The Shadow** with a handy glimpse at the forthcoming *Pawn* adventure from **Rainbird**. **The Shadow**, intrigued to know why review person Keith Campbell had awarded *The Pawn* 5 out of 5 for graphics even though he only saw the ST version, decided to phone the shortest staff writer in town, **Mike Pattenden** to sort this cock up out. Poor old Mike must have been hitting the Babycham prior to our phone call since he insisted the screen shots were from the Amiga version even though it plainly stated in the text that it was ST shots *Commode* had decided to print. 'Why do you want to know anyway?' he tetchily inquired. Dear old Mike, **The Shadow** really is beginning to fear for his sanity. Day by day he becomes more and more reclusive and hard to get, just like the magazine he works for.

THE SHADOW ON KNOWLEDGE

Some columnists achieve Knowledge, some columnists are born Knowledgeable while some columnists have Knowledge thrust upon them. With **The Shadow** it's a mixture of all three but in this particular the information was most definitely thrust forward by an esteemed ex—editor of one of Newsfield's organs. And the story spun managed to solve the mystery behind the week or so silence recently given off by Cap'n Bob's very own software dabble, Mirrorsoft. For some reason a decision was made to move Mirrorsoft, Bitten and and all, to another bouncing Czech premises. Arrangements were made, all the relevant plane were made until suddenly, as often is the way in Maxwell's corporation, the decision was totally reversed and Mirrorsoft were no longer to be uprooted.

Everyone was told, everyone that is apart from the removal men who, in a very unremoval man fit of efficiency, removed and moved all of Mirrorsoft's goods, chattels and objets d'art to another location. Poor old Pat and the rest trolled into work early one day to find a distinct lack of telephone exchange. As a result no communiation was possible with Mirrorsoft at all for about a week. Some may say a week of no Bitten is a pleasure to be received thankfully but many a journalist around the land could be found phoning in vain for copies of the near mythical *Biggles*.

WAITING FOR DAN DARE



Andy Braybrook, Ex ZZAP! diarist and author of the much admired *Uridium*, also paid visit to the ZZAP! stand with the title screen of the next Graftgold potential blockbuster, *AlleyKat*. Very pretty the screen was too, putting the 64 into a very convincing Atari colour bar emulation. Other visitors to the stand included **Andy** from, or formally from, Virgin, the proggy of *Dan 'it'll be with us someday' Dare* and a number of Cnetting people. Two as yet unpublished games were also shown off to the ZAPP! crew including *Proteus* which was hungrily snapped up by Fudge from Firebird to put out as a £1.99 cheapie (and a very good cheapie it will make too), *Knuckle Duster* was the other, an equally impressive software brawl, by Mat and Psy from Cnet.

Quite interesting also was the visit from *Spindizzy* creator **Paul Shirley**, a decent sort of hippy who appreciates the odd pint or six.

EGO CORNER

Well after last month's incredible joystick wielding performance from our own in-house software cutie **Gary Penn**, the poor man was so pleased with his previous performance that he decided to make **Ego Corner** his domain yet again. This month's stupid hiscore is four sections of Kit Kat eaten sideways, at once, without breaking — AND — still wrapped! Though this may seem a little trivial I wouldn't advise any aspiring reader to even try and put even one section of Kit Kat in their mouths sideways unless equipped with a Penn sized elasti-gob. Pictured here is the exact sequence in which the event took place upon a hill within our own fair Ludlow. Any other entries to Ego Corner should be addressed to ---→



THE SHADOW
% ZZAP! 64
P.O. BOX 10
LUDLOW
SHROPSHIRE SY8 1DB

ZZAP! N·E· Flash


Massing round the ZZAP! stand.


A crowded corner of the lower hall.

THE 7th OFFICIAL COMMODOR S

THE SHOW TO WHICH EVERYONE WENT — EXCEPT THE GAMS S (But well done Llamasoft, Level 9, Bubble Bus, Martech, Mirrooft

ZZAP! took a stand (under the Newsfield Publications heading) and the crew found themselves just around the corner from *Commodore Computing International* and across the way from *Commodore User*! It must have irked the *CCI* people on their stand because they were running a video advertising current and forthcoming programs, and all we could hear were the words, 'ZZAP! said this . . .' C'est la vie.

From our position at the bottom of the stairs to the lower hall we were able to see clearly the staggering numbers of people who attended the show. *Database* are to be congratulated for organising it so well, and like the public, they must be thrilled with the attendance, and annoyed with the software industry most of whom stayed away. If software houses are to grumble about sales, they should look to their own house and put that in order first.

First **Sean Masterson** and then **Julian Rignall** comment.

This year's Commodore User Show was held in the middle of a very difficult period for the Commodore company and those involved with it. Look at the situation. With the CBM 64, you have one of the great successes in the home computer industry. However, the machine is old and many people feel, overpriced. Its successor, the 128, launched at last year's PCW show is not what anybody expected, or what many observers wanted. Finally there is the Amiga — Commodore's last chance to recover from months of bad publicity (caused by such happenings as the closure of the Corby plant), missed opportunities and an appalling financial situation.

An awful lot of people were looking to this show for signs of reassurance from Commodore that everything was now under control. CBM themselves would have you believe that the most important event was the launch of the Amiga in the UK. This took place at a special champagne breakfast on the first day of the show. Okay, I was a little sore at not having a ticket, but from all accounts, I didn't miss much. One representative from a dealer chain said afterwards, 'Everybody's worst fears were realised — the idiots put a £1475 ex VAT price tag on it.'

Argue if you will that the computer is worth that much (bearing in mind that the main components of that machine were originally to form the basis of a £150 games machine), but I reckon it's still miss-marketing a good product. The Amiga falls into too much of a void between the home and business user market. There are all kinds of niches for the small professional outfits, but not enough to sell the number of Amigas that Commodore want to sell.

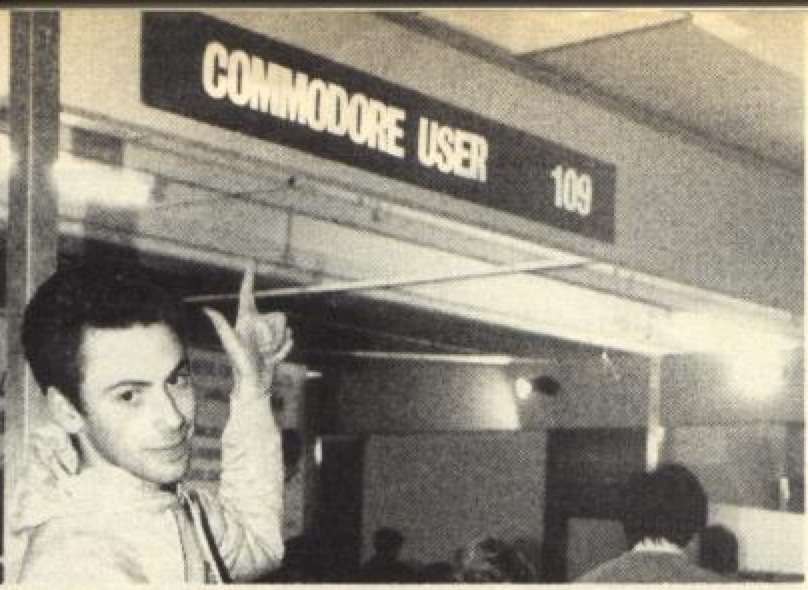
There were those at the show, like the delightful Anita, author of *The Pawn*, who were convinced that Commodore had nothing to worry about. She told me that in the States, Amiga orders for her game were higher than those for the ST, but the truth is a great number of other companies have been saying just the opposite.

Then, of course, there was the bar. Strike that — there were the bars. **Mark Cale** of **System 3** downed several pints with me whilst pining for the now famous, System 3 dancers — or even a stand for that matter. He told me he had been banned from future shows after last year's provocative PCW showing.

The next day was rather like the first — busy. And all the fun was at the watering hole. This time it was the turn of **CRL**'s answer to Jimmy Tarbuck, **Ian Ellery**. For the most part, Ian's apparently fixed smile could be justified by the excellent progress of the Commodore version of *Tau Ceti*, which is close to completion and had everybody on the Newsfield stand crushing the solitary 64 just to get a closer look. However, Ian's healthy consumption of the old Eurofizz probably did something to make the occasion seem a whole lot sunnier.

Unfortunately, just as he was discussing *Tubular Bells*, a perturbed **Jeff Minter** arrived and bared his teeth much in the same way as a gorilla preparing for combat when it occurred to him that this product might be labelled a 'light synth'. Such areas, as Jeff quickly pointed out, were specifically his domain and flattery was not foremost in his mind when someone started trespassing. Mr Ellery however, nominated himself for the Nobel Peace prize when he explained that this was not in fact the case and Jeff's gripe should be with those sensationalists in the media who referred to it as such.

Jeff's ever popular **Llamasoft** was one of the few software companies to actually have a stand at the show and it seemed to be well attended at all times. Apart from pushing his new Vic compilation, he ran demos of *Iridis Alpha* introducing twelve year olds to the pleasures of 1971 Pink Floyd tracks. If Jeff was playing mood music, then one can only wonder at the sudden (and typically loud)



(Now ex-*CCI*) newshound, **FRANCIS JAGO** ponders on the merits of a rival magazine.

emergence of that timeless acid classic, 'One Of These Days I'm Going To Cut You Into Little Pieces,' but at least it educated the masses.

On the subject of dinosaur rock, the one autograph hunt of the show for me, was **Rick Wakeman** who made his name in the music world when it was fashionable to spell your name properly, be able to play the instrument and Yes was more than an answer to a question. The purpose of his visit was to show that if you spent £149.99 on a Commodore music expansion, you could try something other than zapping aliens. He neglected to mention that it helped if you happened to have a five figure BOSE PA system of the kind Commodore had so kindly rigged up for him. Nevertheless, his demos were one of the highlights of the show.

interested. And that's not just a sad situation, it's a dangerous one.

Sean Masterson

What a busy time! Hordes and hordes of people crammed into a small area — enough to give a claustrophobe nightmares. Although Joe Public turned out en masse only a few software houses made an appearance which was a bit of a disappointment. This rather poor turnout could easily be interpreted pessimistically as a sign of an industry on the decline but this deficiency of new products was made up by the appearance of numerous programmers who had bought down their games in the hope that we could recommend them to a publishing company. Some of the games were very good indeed and if this new wave of programming talent is professionally guided then there'll certainly be new life injected into the

ESHOW REPORT

MISSOFTWARE HOUSES

rsoft and CDS for Being There)

I visited the Austin entourage at the **Level 9** stand where Pete gave me a guided tour of their latest game *The Price Of Magick*. It takes time to appreciate fully the subtlety of many of the game's best features so reviewers' opinions are likely to be mixed. This didn't get in Pete's way as he happily demonstrated the dubious advantage of being able to hypnotise a vampire bat and then command it to try and hypnotise you!

On Sunday, I spent most of the time at the ZZAP! stand. Whatever the disappointments generally, everybody at the ZZAP! stand, ourselves and the public alike, seemed very happy indeed. Alright, it's easy to accuse me of being biassed, but we did sell an awful lot of our fluff covered lollipops and all the rest of the regalia that transforms an intelligent computer owner into a gibbering idiot at a cost to *CCI*'s circulation rates.

Looking back, it was obvious that whatever Commodore's problems, they still have a damn loyal following. Attendance at the show had been incredible (queues outside half the day long and 'human traffic control' within the exhibition to avoid accidents). If software houses neglect to support an event like this, it can only mean one thing — they're not

Commodore 64.

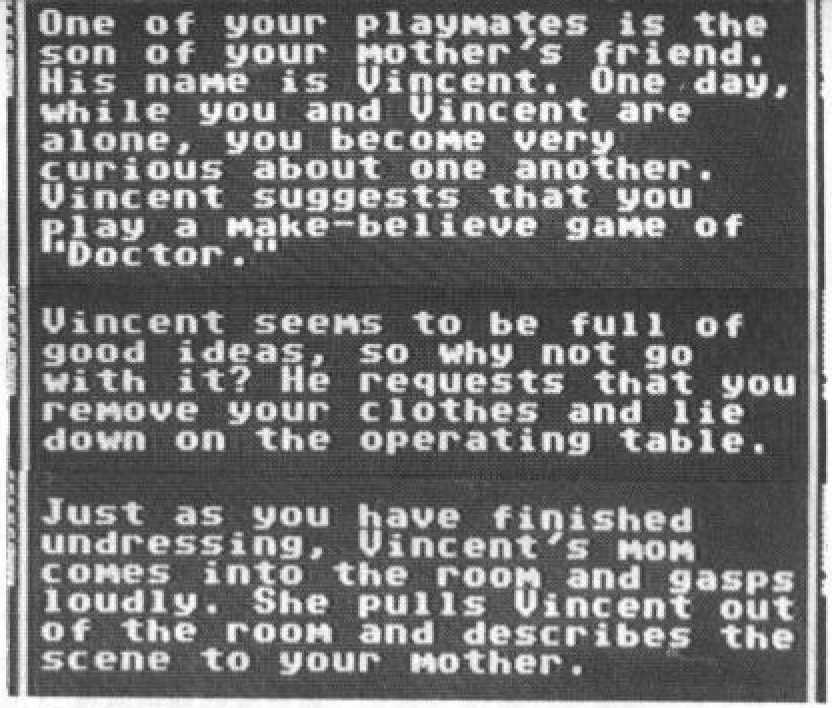
Also on display was the Amiga. I hadn't seen one before, but a few minutes display courtesy of *CCI* hack journalist **Francis Jago** was enough to convince me — the graphics potential is huge and as for the sound . . . sw-o-o-n! The disk drive struck me as being a bit slow but the things that the machine has potential to do are simply amazing. Now all I've got to do is persuade my bank manager to grant me a loan . . .

Overall the show was a good one and although the industry has become rather slack over the last few months it was proved that the public are still very enthusiastic about Commodore, despite their recent troubles.

Julian Rignall

Gaz, Gazza, Jaz follow Francis Jago's lead — and ponder.





ALTER EGO — FOR GIRLIES!?

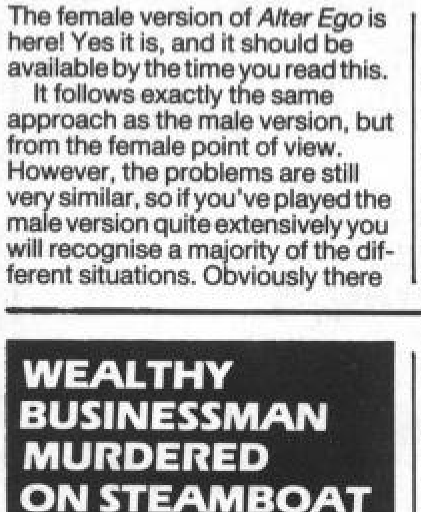
The female version of *Alter Ego* is here! Yes it is, and it should be available by the time you read this.

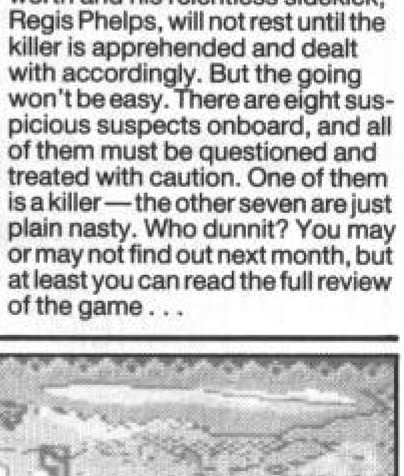
It follows exactly the same approach as the male version, but from the female point of view. However, the problems are still very similar, so if you've played the male version quite extensively you will recognise a majority of the different situations. Obviously there are some new problems which apply solely to the fairer sex, such as (mumble) menstruation, but on the whole the game is very much the same as its forerunner. See what you think — try before you buy — as you may be disappointed. *Female Alter Ego* costs £24.99 for a three disk package. There will NOT be a cassette version. Not never, ever, ever.

WEALTHY BUSINESSMAN MURDERED ON STEAMBOAT HEADING FOR NEW ORLEANS! SHOCK HORROR INCLUSIVE!

Relax, it's only a game — *Murder on the Mississippi* to be precise, a new variation on the arcade adventure theme brought to you by **Activision**.

Someone has been murdered on the Delta Princess, and it's up to you to find out who did it! In only three days! Gasp! Sir Charles Foxworth and his relentless sidekick, Regis Phelps, will not rest until the killer is apprehended and dealt with accordingly. But the going won't be easy. There are eight suspicious suspects onboard, and all of them must be questioned and treated with caution. One of them is a killer — the other seven are just plain nasty. Who dunnit? You may or may not find out next month, but at least you can read the full review of the game . . .





Some frames from Knight Games.

ALMOST MEDIEVAL (NO GIRLIES, JUST MEN!)

English Software are set to release their Medieval thump em up, *Knight Games*, which features eight different varieties of Olde Englishe sports, such as swordfighting, crossbow shooting, archery and axe fighting to name but four events. Here are a couple of screen shots to whet your appetite . . .



THE LEGEND IS REALITY (MORE GIRLIES)

After many months of promotion (some people may well call it hype), *Legend of the Amazon Women* has finally been released on the 64 by **US Gold**.

The title, and indeed the advert, are quite deceptive since the game is actually a horizontal scrolling fighting game that puts you in the role of Lady Wilde — one of two survivors in a recent plane crash in the jungle. Her daughter also lived, but was abducted by the legendary Amazon Women!

So, armed only with a wooden club, Lady Wilde sets out to rescue her daughter, only to meet strong opposition from the Amazon Women themselves. Gasp!

Unfortunately, the game arrived a wee bit late to be reviewed, so you'll have to wait until next issue.

THE COMPUNET PAGE?

A NETFUL OF HACKS AT THE SHOW

GARY LIDDON, between cuppas, muses on recent lack of music on the Net

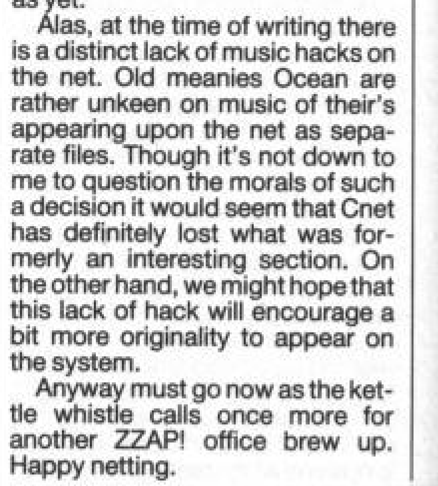
What was really nice in a netting way was to meet many of the faces behind the uploads at the recent Novotel Commodore Show. All the fave IDs were there and a great crowd they all turned out to be too, even when some followed us to Hammersmith's Macdonald's and tried to take pictures while we stuffed ourselves with quarter pounders and large French fries. Fortunately, the famous growling Penn fizzog frightened the camera lens so much it cracked in embarrassment. It really is surprising to meet someone who's previous sole existence as far as you are concerned has been a stream of ASCII. Even so most of the netters looked as one may well have envisaged them but some exceptions were quite amusing. It was amazing how many people commented that Bob's (RS4) body didn't match his uploads. Hello, though, must be said in the best Cnet tradition to TJ, JANE, YETI, RS4, MACH81, Psy, Mat, Adder SJ3, Stoat, Tim and LIZARD plus all the other netters present at the show.

Many of this month's most noteworthy doobries picked up from the net came from **Metal Bar**, a fairly newish directory set up by net veterans Mat and Psy. Living inside **Jungle II** at 182010 it does tend to attract quite a few UPLDs most of them very neat indeed. Bestest upload I've seen (or rather heard) this month has to go to *Demon Demo* in Metal bar. Generally, as far as original music on the net goes the only personage of any real note seems to be the ever famous Mighty Bogg. **PAG1**'s *Demon Demo* however is on a par, probably even a mite bit better, than many of the soundtracks found on professional software. Catchy it is and unsurprisingly it was netting in votes of nine left right and centre. If you have a modem then log on and get it now, a better 64 sound you'd be hard put to find even from the likes of Hubbard, Galway or Daglish.

Another pretty thing to be found in Metal Bar is the Metal Bar demo itself, a pretty pic of ACDC's Eddie with a jolly nice sprite—in—the—border scroller. By far the prettiest demo, however, is **Mule**'s Rasputin hack, replete with the nicest use of that old sprites in de border trick as yet.

Alas, at the time of writing there is a distinct lack of music hacks on the net. Old meanies Ocean are rather unkeen on music of their's appearing upon the net as separate files. Though it's not down to me to question the morals of such a decision it would seem that Cnet has definitely lost what was formerly an interesting section. On the other hand, we might hope that this lack of hack will encourage a bit more originality to appear on the system.

Anyway must go now as the kettle whistle calls once more for another ZZAP! office brew up. Happy netting.



Music performance on the Net by Stoat and Tim





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ZZAP! COMP

YUMPITY TUM, YUMPITY TUM, TIDDLY DEE. . . .



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A CULTURED COMP FOR A CHANGE!



Lots of lovely musical prizes on offer

"Music doth soothe the savage beast", quoth a veritable wit many moons ago. It doesn't quite work out that way in the ZZAP! offices though. If the spiky haired ones are not stretching their Commodore Monitor speakers to the very limit with the latest piece de resistance from wotsit or thingy, the office ghettoblaster is pounding out the works of The Art Of Noise or some other mega-trendy combo like Bauhaus.

Being a Minion of sensitive disposition (and tender ears) this daily cacophony has caused me to open an account with the local chemists — headache tablets are cheaper when bought in bulk. Maybe this daily dose of row and racket, a veritable wall of noise, does actually serve to soothe the bestial side of the ZZAP! reviewers' natures, but this Minion is not so sure. Assailed by practical jokes, flying rubber bands and much verbal abuse, I have to attempt to conduct my daily business with as much decorum as possible. Maybe one day soon Girly's Pet Black Hole will get big enough to suck in soundwaves and peace will be restored once more to the sleepy market town of Ludlow . . .

That could take a while, though, so over the next Bank Holiday I'll ship in some roof insulation stuff and try to soundproof the broom cupboard — then at least there'd be one tranquil spot in ZZAP! Towers for me to take my tea breaks. Who knows, some soothing muzak might complete the picture and the broom cupboard could become a veritable haven of culture . . .

Maybe, just maybe, you could help. You see, the Spiky Haired Ones have joined forces with Rainbird and Compunet in an attempt to reveal the wealth of musical talent they believe exists within the ZZAP! readership. If you reckon you're up to composing a tune on the Commodore, then some nifty prizes are on offer. Read on, read on.

Top prize in this competition is a Commodore Music Expander — a complete keyboard outfit that goes with your 64. Those of you who bothered to trog on down to the Commodore Show in London, might have heard the v famous keyboard wizard, Rick Wakeman, demonstrating said package. The Spiky Boggers will no doubt sproing around with glee and insist on interviewing the winner in these hallowed pages. Five runners up will receive a copy of Rainbird's ADVANCED MUSIC SYSTEM.

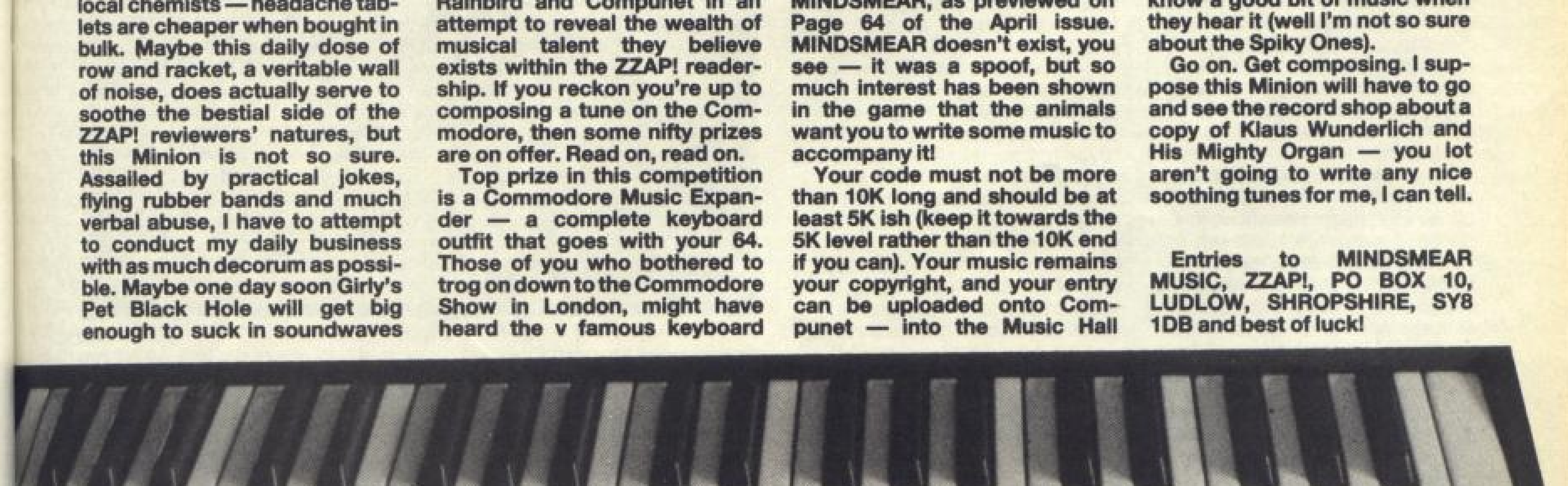
So, what has to be done? Compose a tune on your Commodore, that's what. I had hoped that they'd allow their humble Competition Minion to specify a nice soothing, melodic tune, but no, the Spiky Ones thought it'd be a wizard wheeze to get you lot to write some music to go with a game — MINDSMEAR, as previewed on Page 64 of the April issue. MINDSMEAR doesn't exist, you see — it was a spoof, but so much interest has been shown in the game that the animals want you to write some music to accompany it!

Your code must not be more than 10K long and should be at least 5K ish (keep it towards the 5K level rather than the 10K end if you can). Your music remains your copyright, and your entry can be uploaded onto Compunet — into the Music Hall (1600) — or sent into the ZZAP! offices on disk or cassette. Make sure your music software is stand-alone, too (ie, it doesn't have to be loaded into a utility — we don't want to have to mess around with bits of wire or umpteen different programs just to hear your maestropiece).

Closing date is July 10th, and this comp is not open to professional/full time computer musicians. A very noisy time will be had by Rachel Davis from Melbourne House and Richard Joseph (Palace's computer muso) 'cos they'll be judging your entries with the Spiky Ones in due course, and they should know a good bit of music when they hear it (well I'm not so sure about the Spiky Ones).

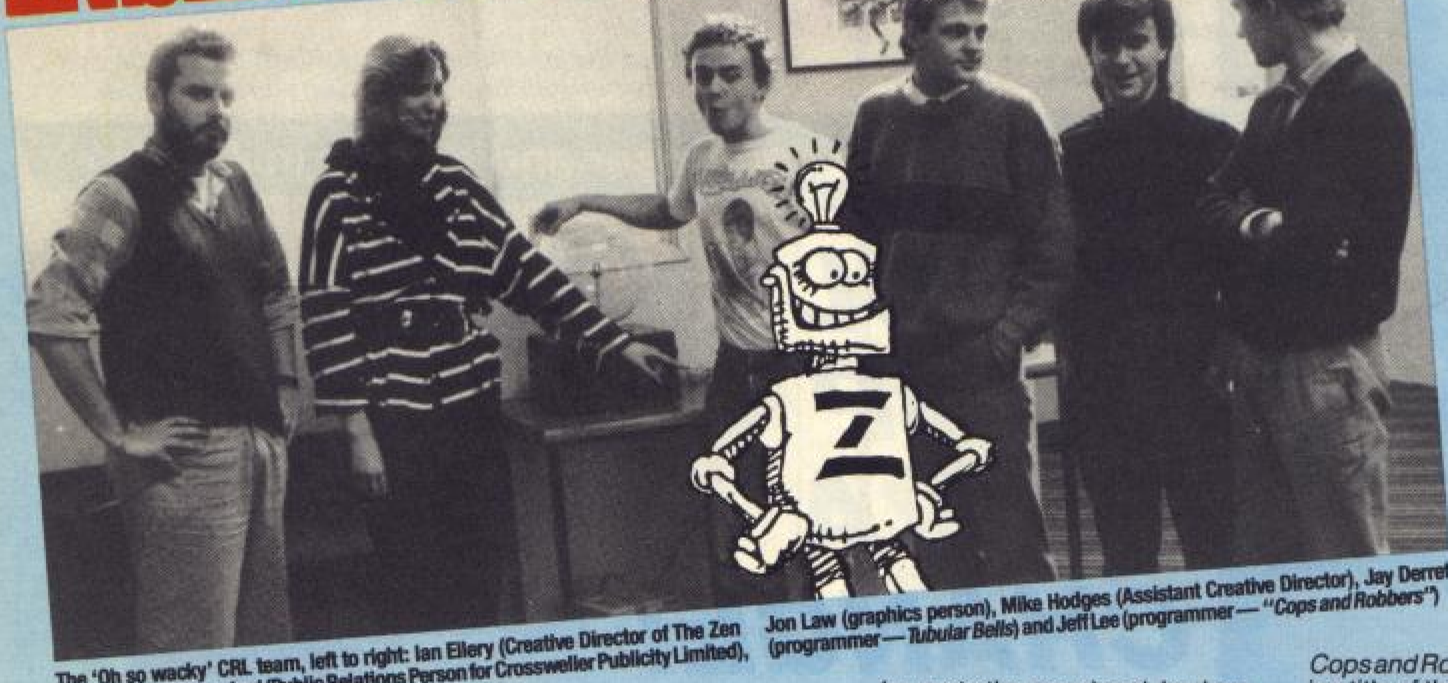
Go on. Get composing. I suppose this Minion will have to go and see the record shop about a copy of Klaus Wunderlich and His Mighty Organ — you lot aren't going to write any nice soothing tunes for me, I can tell.

Entries to MINDSMEAR MUSIC, ZZAP!, PO BOX 10, LUDLOW, SHROPSHIRE, SY8 1DB and best of luck!





WHAT HORRORS LURK INSIDE THE ZEN ROOM...?



The 'Oh so wacky' CRL team, left to right: Ian Ellery (Creative Director of The Zen Room), Lesley Mamsford (Public Relations Person for Crosswelier Publicity Limited), Jon Law (graphics person), Mike Hodges (Assistant Creative Director), Jay Derret (programmer — *Tubular Bells*) and Jeff Lee (programmer — *"Cops and Robbers"*)

Gary Penn finds out . . .

Computer Rentals Limited — better known as CRL — was founded by ex-teenage whizzkid, Clement Chambers, now Managing Director. They aren't exactly the most renowned of software houses and certainly haven't released anything outstanding on the 64 as yet. Their list of releases is quite lengthy, although most of them are rather obscure. I mean, do you remember *Glug Glug* (simple, underwater arcade action), *Derby Day, Test Match Cricket, Tristam and Isolde* (a German arcade adventure set in a castle in which a fat Bavarian hero called Tristam has to rescue his equally porky beloved, Isolde), *Whirlybird* (a helicopter shoot em up), *Showjumping, Handicap Golf, Omega Run* (a simple 3D shoot em up based very loosely on Star Wars) or *Highway Code*?

No? How about some of their more recent offerings, such as *Glider Pilot* (flight simulation in a glider), *Journey* (an Australian scrolling arcade adventure), *The Rocky Horror Show* (arcade game based on the musical film of the same name), *Blade Runner* (arcade game based on the music of the film of the same name), *Space Doubt* (zany and wacky arcade action in space, not based on the music of a film of the same name), *Causes of Chaos* (a multiplayer adventure game), *Bored of the Rings* (a text adventure lampoon of Tolkien's classic novel), *Pilgrim* (a quilled adventure) or *The Very Big Cave Adventure* (a spoof of *Colossal Caves* written by St Brides, marketed by CRL and reviewed this issue).

Ah, yes, **that** CRL. The CRL who have just started their own budget label, **Alpha/Omega**, whose first two releases are reviewed in this issue. The CRL who recently opened up **The Zen Room**. The Zen Room? Ian Ellery, CRL's resident artist and the Creative Director of The Zen Room, describes it as 'an expansion of CRL, a sort of creative and programming think tank. The programmers have their own working area, but they all contribute to each other's projects.' So, as you can see, it's basically a programmer's asylum. Lock up your 'nova-load' of programmers (well, what else do you call a group of programmers?) for several weeks, give them the occasional 'byte' (groan) to 'nibble' (groan again), something to drink and smoke, and some loud music to keep them quiet, until finally they deliver the goods.

Here's what the deranged inhabitants of The Zen Room are up to at the moment, ie a look at some of CRL's up and coming releases . . .

CYBORG

Ian Foster, who previously wrote the 64 version of *Blade Runner*, is currently working on *Cyborg* in conjunction with Andy 'android' Stoddart of *Rocky Horror Show* fame (no, he didn't star in the film, he wrote the game) and Jon Law, who's doing the graphics. It's a scrolling arcade adventure cum shoot em up — with the emphasis on the shoot em up — in which you play the part of a mercenary cyborg — part man, part machine — with the objective of recovering your friends from the clutches of evil aliens.

The action takes place inside an uncharted planet, with plenty of locations to explore and despicable nasties to kill. This screen shot shows one of the corridors that scroll left and right. Some doors are locked and if this is the case then the corridor beyond cannot be seen. Neat, eh? Below this, in glorious bas-relief, there is the control panel of the player/cyborg interface — a small computer mounted on your right arm from which various icon driven commands can be





executed. Expect to see a review around July.

COPS AND ROBBERS

Cops and Robbers is only the working title of this game, and it has nothing to do with Atlantis' Tacky Game of the Year. The programmer of Spectrum *Rocky Horror Show*, Jeff Lee, is designing the graphics and writing the game which casts you in the role of a burglar and has you robbing a multitude of different houses, ranging from derelict and dilapidated to semi-detached, detached and eventually the Police Commissioner's mansion — the ultimate burglary!

A lengthy street scrolls left and right and any of the buildings can be entered at any time. The view then changes to that of the room you are about to burgle. Obviously the more expensive residences contain richer 'pickings', but they are protected by advanced security systems. So, in order to bypass these successfully, you need better equipment and this is



obtained by pawning your ill gotten gains. 'Cops and Robbers' is due for an August release.

ROCKY HORROR SHOW 128

Andy Stoddart and Jon Law are taking advantage of the 128's extra memory and are tarting up the original game. The music is the same as before, but there are more locations, better graphics (courtesy of Jon) and a few extra problems to overcome. For example . . .

In the centre of the room there is a retracting bridge of stone which must be crossed, but the room itself is in near total darkness . . . Until lightning strikes enabling you to see roughly where to cross. Those of you with a 128 will be able to see the enhanced *Rocky Horror Show* this month.

TAU CETI

This classic game is the brainchild of Pete Cooke and only previously appeared on the Spectrum and Amstrad. But, thanks to freelance programmer John Twiddy, and of course CRL, it will soon be released on the 64.

The small desert planet of Tau Ceti III, the third in the nearby Tau Ceti system, was colonised by man in the mid 22nd century. All went well for 90 years, in which time over thirty huge cities were built. But then a mysterious plague arrived and wiped out a majority of the population. The few survivors evacuated the pox ridden planet and vowed never to return.

It was only several years later when a cure was found that the Federation decided to recolonise the Tau Ceti system. But all was not well; the automatic defence system — which previously protected Tau Ceti III from alien invasion — malfunctioned due to lack of maintenance over the years. The robots could no longer distinguish between friend or foe and subsequently obliterated several groups of colonists who dared to set foot on the planet. Oh dear.

Things were looking pretty dire. Until an unknown pilot volunteered to rid Tau Ceti III of all hostile lifeforms. Naturally the Federation was somewhat sceptical and amused by such a ludicrous suggestion; why should one man succeed where so many had failed?

However, purely out of desperation, they gave the stranger the necessary equipment and information — an armed ground skimmer and maps of the planet — to attempt the monumental task. The robots can only be stopped by shutting down the fusion reactor that powers them, and this is done by collecting the pieces of cooling rod scattered about the planet, reassembling them and inserting them into the reactor core.

The ground skimmer is a highly manoeuvrable craft with many different weapons and functions to hand, such as high powered lasers, missiles, anti-missile missiles, flares, short and long range scanners and infra-red viewing facilities for when night falls.

One of the most impressive features of *Tau Ceti* is the 3D effect, the likes of which has never been seen on the 64 before. The window to the left of the screen shows a view of the planet; all structures and objects move realistically in and out of the screen, and the shading is relative to the position of the sun and changes accordingly. *Tau Ceti* should be released by the time you read this.

ATTACK ON CENTRALIS

This is effectively the follow up to *Tau Ceti* and work has only just begun on it. The action takes place in the far future, a century after the Tau Ceti disaster, and man has progressed quite significantly since . . . but unfortunately CRL wouldn't divulge any further. Actually, they did mention that they would be using more advanced 3D techniques than those in *Tau Ceti*, and that *Attack on Centralis* is to be released in September.

THE ZEN ROOM

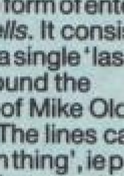






TUBULAR BELLS

From the author of *Space Doubt* — Jay Derret — and Steve Ganly, comes an alternative form of entertainment: *Tubular Bells*. It consists of a series of lines, or a single 'laser beam', bouncing around the screen to the sound of Mike Oldfield's Tubular Bells. The lines can be left to 'do their own thing', ie perform a random light show, or a joystick can be used to manipulate the lines to give you a show of your own; it all looks very pretty. Clever Music, who did the music for *The Rocky Horror Show* and *Space Doubt*, are providing the sound track — an interpretation of the whole of the Tubular Bells album. *Tubular Bells* is actually being released under CRL's newly formed Nu-Wave label and should be available now.





ZZAP! READERS TOP 30 For JULY 1986

Chart Voting Draw Winners:
Winner (£40 worth of software plus ZZAP! T-shirt): **Jon Love**, Sutton Coldfield, Birmingham.
Runners Up (ZZAP! T-shirt and cap): **Robert Harding**, Leyton, London E10; **Darren Lane**, Kingston, Surrey; **Simon Myring**, Bromsgrove, Worcester; **Jonathan Funnell**, Hastings, East Sussex.

1 *(2)* URIDIUM (9%)
Hewson, £8.95 cass, £12.95 disk
ZZAP! Overall Rating: 94%

2 *(1)* PARADROID (9%)
Hewson, £7.95 cass, £12.95 disk
ZZAP! Overall Rating: 97%

3 *(3)* MERCENARY (7%)
Novagen, £9.95 cass, £12.95 disk
ZZAP! Overall Rating: 98%

4 *(12)* COMMANDO (5%)
ELITE, £9.95 cass, £12.95 disk
ZZAP! Overall Rating: 77%

5 *(4)* WINTER GAMES (4%)
US GOLD/EPYX, £9.95 cass, £14.95 disk
ZZAP! Overall Rating: 94%

6 *(5)* SUMMER GAMES II (4%)
US GOLD/EPYX, £9.95 cass, £14.95 disk
ZZAP! Overall Rating: 97%

7 *(22)* HARDBALL (3%)
US GOLD/ACCOLADE, £9.95 cass, £14.95 disk
ZZAP! Overall Rating: 93%

8 *(9)* THE EIDOLON (3%)
ACTIVISION, £9.99 cass, £14.99 disk
ZZAP! Overall Rating: 97%

9 *(10)* ELITE (3%)
FIREBIRD, £14.95 cass, £17.95 disk
ZZAP! Overall Rating: 95%

10 *(6)* BOUNDER (2%)
GREMLIN GRAPHICS, £9.95 cass, £14.95 disk
ZZAP! Overall Rating: 97%

11 *(-)* YIE AR KUNG-FU
IMAGINE, £8.95 cass
ZZAP! Overall Rating: 68%

12 *(8)* PITSTOP II
US GOLD/EPYX, £9.95 cass, £14.95 disk
ZZAP! Overall Rating: 91%

13 *(18)* KUNG-FU MASTER
US GOLD/DATASOFT, £9.95 cass, £14.95 disk
ZZAP! Overall Rating: 79%

14 *(7)* WAY OF THE EXPLODING FIST
MELBOURNE HOUSE, £9.95 cass
ZZAP! Overall Rating: 93%

15 *(29)* KORONIS RIFT
ACTIVISION, £9.99 cass, £14.99 disk
ZZAP! Overall Rating: 96%

16 *(11)* LITTLE COMPUTER PEOPLE
ACTIVISION, £9.99 cass, £14.99 disk
ZZAP! Overall Rating: 97%

17 *(20)* ROCK 'N' WRESTLE
MELBOURNE HOUSE, £8.95 cass
ZZAP! Overall Rating: 53%

18 *(13)* RAMBO
OCEAN, £8.95 cass
ZZAP! Overall Rating: 65%

19 *(28)* REVS
FIREBIRD, £14.95 cass, £17.95 disk
ZZAP! Overall Rating: 96%

20 *(17)* MONTY ON THE RUN
GREMLIN GRAPHICS, £9.95 cass, £14.95 disk
ZZAP! Overall Rating: 90%

21 *(-)* ROBIN OF THE WOOD
ODIN, £9.95 cass
ZZAP! Overall Rating: 92%

22 *(19)* WHO DARES WINS II
ALLIGATA, £7.95 cass
ZZAP! Overall Rating: 90%

23 *(23)* FIGHT NIGHT
US GOLD/SYDNEY, £9.95 cass, £14.95 disk
ZZAP! Overall Rating: 93%

24 *(21)* ZOIDS
MARTECH, £8.95 cass
ZZAP! Overall Rating: 96%

25 *(-)* SUPER BOWL
OCEAN, £9.95 cass
ZZAP! Overall Rating: 90%

26 *(25)* KIK START
MASTERTRONIC, £1.99 cass
ZZAP! Overall Rating: 91%

27 *(16)* DROPZONE
US GOLD/UK GOLD, £9.95 cass, £14.95 disk
ZZAP! Overall Rating: 95%

28 *(-)* BOMBJACK
ELITE, £9.95 cass, £12.95 disk
ZZAP! Overall Rating: 47%

29 *(-)* Z
RINO, £9.95 cass
ZZAP! Overall Rating: 88%

30 *(-)* INTERNATIONAL KARATE
SYSTEM 3, £6.50 cass, £10.95 disk
ZZAP! Overall Rating: 91%

YOU COULD WIN SOFTWARE BY VOTING FOR THE ZZAP! READERS TOP 30 CHART!

Every month we give away an amazing **£40 worth of software** to the first person whose ZZAP! READERS TOP 30 VOTING FORM is pulled from the bag. The winner also receives a super ZZAP! 64 T-shirt. Four runners up get a T-shirt and a ZZAP! Cap. So all you have to do is fill out the form below, remembering to put your name and address down, list your five favourite games in descending order (remember they must be released games that you have played), state which software you would like (to a total value of £40) should you win, and your T-shirt size (S,M,L). Then send your form in to the address shown.

ZZAP! 64 TOP 30 VOTING COUPON

(Please write in block capitals)

Name ....

Address ....

....

....

Postcode ....

If I win the £40 worth of software, the games I would like are:
Game (and software house)

My T-shirt size is S/M/L

I am voting for the following five games:

1 ....
2 ....
3 ....
4 ....
5 ....

ZZAP! TOP 30, PO BOX 10, LUDLOW, SHROPSHIRE SY8 1DB

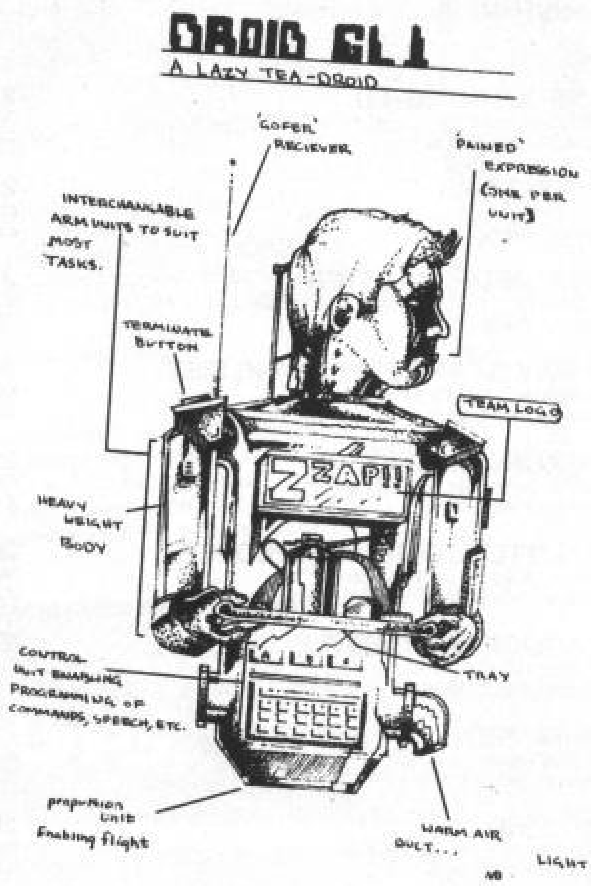
WINNERS

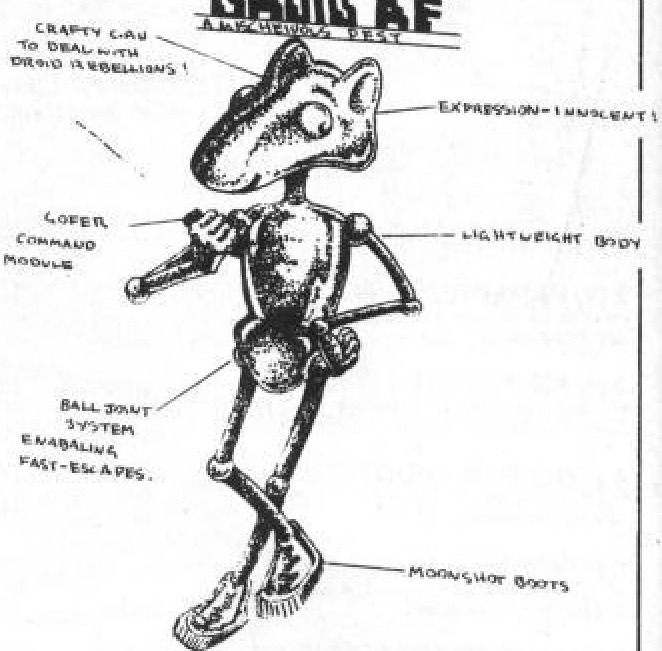
The results of the Rainbird Karting Komp are still being analysed as we go to press, so the winners will be announced in next month's issue, similarly (I hope) those for Novagen's *Mercenary* comp (at last?)!
Anyway, on to those I do have . . .

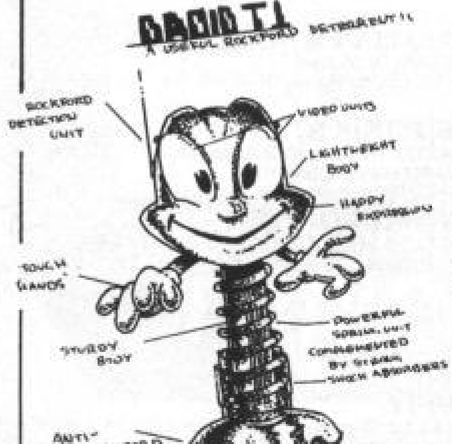
ZZAP! ROBOT REVIEWERS COMPETITION

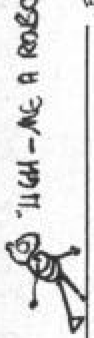
The second ZZAP! loves you most of all comp, asked you to design a reviewer droid. The outright winner gets a new Commodore 64 computer complete with 1541 Disk Drive, while five runners up get ZZAP! Sweatshirts and hats. So the winner is **Nicholas Bradley** from **West Yorkshire LS8 5BD**. And if you're lucky, Nick, Aunt Aggie may throw in a disk or two. The runners up are:

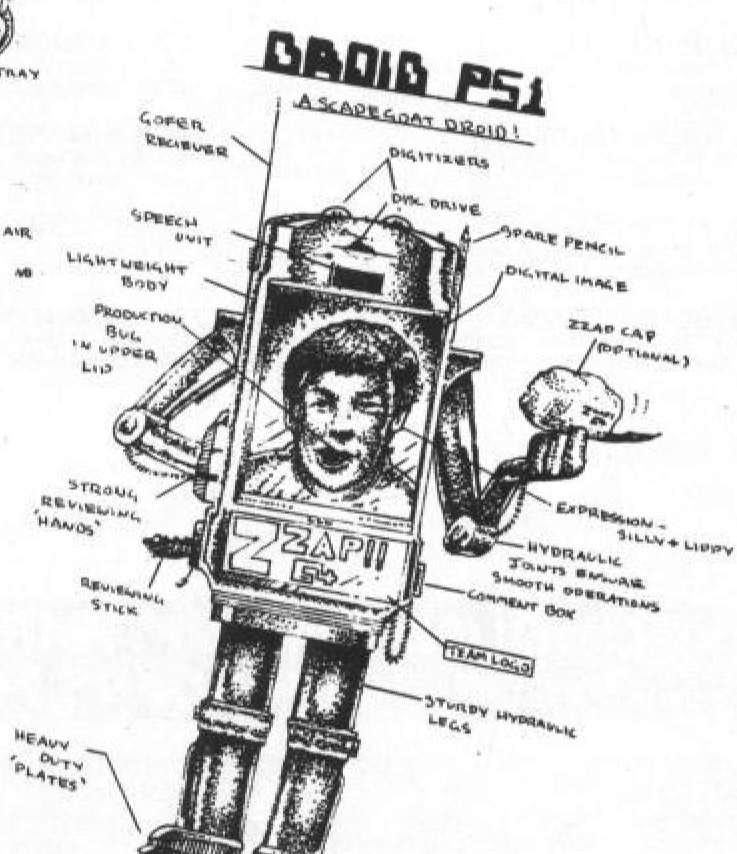
Martin O'Gorman Cheshire SK10 2JD; Luis Troyano Cheshire SK1 3PF; Inayat Shariff Birmingham B20 3AY; Martin Perry Devon PL6 8TP; S Hazeldine Surrey KT12 4RB



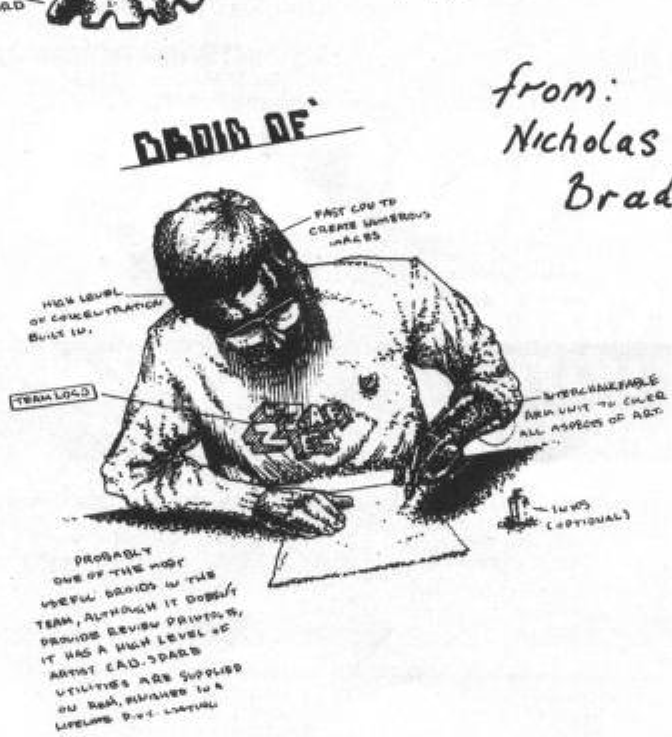








from:
Nicholas
Bradley



DR WHO COMPETITION

Micro Power wanted to take someone along to the TV studios to watch an episode in the making of the BBC's longest running sf series, DR WHO, and for 20 slightly less lucky persons, there were copies of the game up for grabs. The winner, the man to meet the good Doctor himself, is: **Nicholas Darwall-Smith** from **Cheshire CW5 6EA**. Well done Nick and keep an eye on the time. The consoled runners up are:

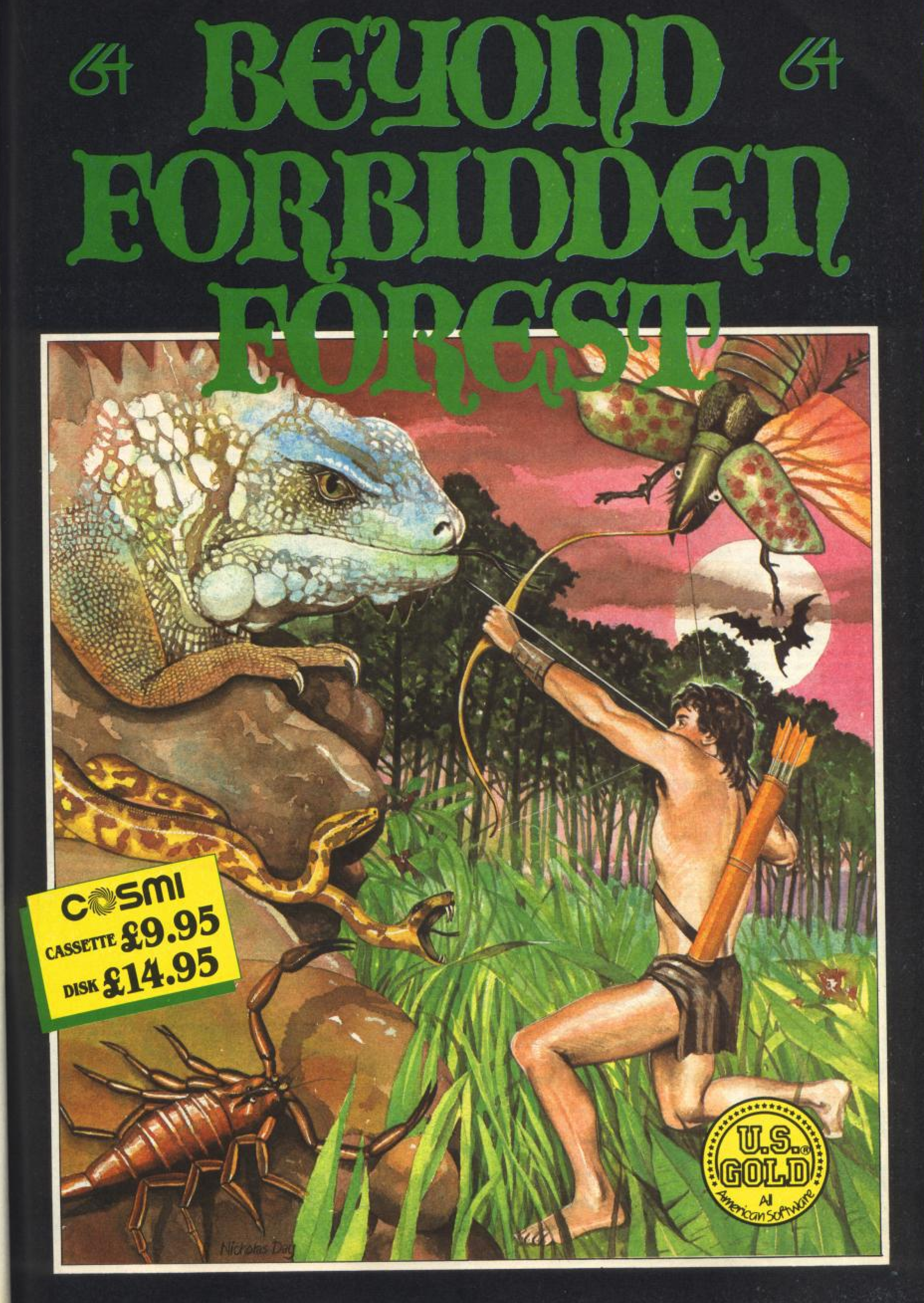
Peter Nickols, Lincs NG34 9BE; Malcolm Eve, Norfolk NR19 2DD; Steven West, Southampton SO2 4PD; D Cook, 50 Arundel Drive, Lancs FY6 7TF; Steven Wraxall, Manchester M23 8HQ; Craig Brydon, Melrose TD6 9AL; K Bishop, Mid Glamorgan CF42 5EP; Nigel Parsons, Cleveland TS24 8QJ; Andrew Scadden, Kent ME5 8RA; Mark Stevenson, Notts NG5 4PX; Steven Wheatley, Sussex BN25 3UE; Mrs Myra Brown, Fife KY7 7HB; Peter Medrow, West Sussex RH20 4PX; S Bramley, Berkshire SL1 1RT; Rafique Kularatnam, London SE23 1DW; E Burnett, Cleveland TS6 9SA; MJ Mcclelland, West Midlands B93 9LQ; Linda Smith, Beds LU4 0XB; Chris Ashton, West Midlands CV3 1DF; Paul Campbell, Co. Down, BT20 3EP

ZZAP! CYCLING COMPETITION

Just to prove how much we love you all ZZAP! itself sponsored two comps. Firstly the cycling one. There was a Raleigh MILK RACE SPECIAL bicycle for the outright winner of the wordsquare, and the person who must now get as fit as possible is **Brad Howarth** from **Bristol BS18 3LA**. Tough luck Brad, I know what getting fit is all about and it has nothing to do with cream buns, still you can console yourself with the T-shirt and hat that comes with it! Ten Runners up get T-shirts and five receive a ZZAP! full subscription . . .

T-SHIRTS
Lubna Bhatti, Middlesex TW1 1BS; Oliver Hinton, Surrey GU4 8JS; Sean Davies, Walsall WS6 6JP; George Harris, Angus, DD8 5DH; Michael Moore, Co. Down, BT20 3HW; Ian Stratford, Hants GU34 5PX; Danny Carr, Nr Chester CH3 9JR; Keith Leslie, Londonderry BT47 1XF; Paul Thacker, West Midlands WS8 6HZ; Darren Shemilt, Derbyshire DE6 1ED

SUBSCRIPTIONS
Jonathan Gray, Norfolk PE3 3QQ; Gawaine Davis, Kent DA8 3DN; Richard Paul, Hampshire SO2 3SG; Stephen Linfitt, South Humberside DN35 0LX; Adrian Meirrick, Merseyside WA12 9TB


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64
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Nicholas Day

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"I'M A HERO!"

Prove it and win a BIGGLES Mega-Goodiebag

25 copies of the game complete with BIGGLES T Shirts too!

ZZAP! COMP

Biggles has landed inside your computer! The star of dozens of books penned by Captain WE Johns, Biggles is now the central character in a computer game — produced by Mirrorsoft, *Biggles The Computer Game* follows the plot of the brand new film very closely.

It's up to you to help the famous flying ace do battle with World War I enemy types, and you also have to guide him through Twentieth Century action sequences if you (and he) are to save the world from the deadly weapon under development by the enemy forces.

Three linked games have to be played through before the mission is complete, and a fair bit of airborne action is involved — there's a whole flight simulation sequence contained in the game to go with the arcade action.

A bijou prize extravaganza surrounds the launch of *Biggles*. MIRRORSOFT are well chuffed with their latest game and have put together a *Biggles* goodiebag for someone to win. It contains a copy of the game, a T Shirt, a copy of the book of the film published by Pan, the soundtrack album produced by MCA which contains six themes by Stanislas and tracks from John Anderson, Chakk, Deep Purple, Motley Crue and The Immortals, a Biggles scarf and badge, a signed photograph of Neil Dickson who stars in the film together with a handful of stickers. Not bad eh? Twenty five runner up prizes of a copy of the game together with a T Shirt are also on offer, so don't forget to put your shirt size on the entry form.

Our very own Oli Frey has prepared a special Bigglesy sketch for your amusement and entertainment — two versions appear here and, as you might guess, what with this being a competition and all, they're the weeniest bit different. Mark all the differences you find on Picture B, complete the entry form and send the whole lot in an envelope to ZZAP! BIGGLES COMP, PO BOX 10, LUDLOW, SHROPSHIRE, SY8 1DB to arrive before 10th July. First all correct solution out of the bag wins the prize — and it would be everso helpful if you could mark the number of differences you spotted on the back of the entry envelope. Go on, do it now!

NAME ....

ADDRESS ....

....

POST CODE............. SHIRT SIZE (S,M,L) ....





BREAKDANCE

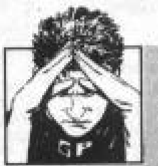
Americana, £2.99 cass, joystick only

Breakdance harks back to the days when a lot of people thought it was fun to self-inflict injuries of all kinds — including brain damage — to the sound of trendy, aptly named 'break' music.

There are four games and in the first the objective is to clock up a high score by closely following the steps of Hot Feet — the 'hottest breaker in the neighbourhood' — whose moves get progressively more complex as the score rises — a bit like 'Simon says'. A practice mode is available for you to gain familiarity with the various moves (achieved by manipulation of the joystick). Speed of reaction is not important, but accuracy is. If a player makes a wrong move, the message 'Wack Out' appears and



This is a strange game, to say the least. It isn't all that difficult to play but, despite an awful soundtrack, it can be quite good fun — if you have a good sense of humour. However, the multi-load aspect is annoying and I can't imagine anybody wanting to save routines. It's something to watch rather than play. If you like this sort of thing, then you can hardly complain at the price. I found it funny for a few minutes but tedium set in soon thereafter.



On the whole, Breakdance *is boring. Three of the four games are essentially variations of the 'Simon says' theme, and all of them are rather dull. However, the choreographed dancing is a great laugh and is the only fun bit in the package. Even so,* Breakdance *isn't a very good example of a budget game and I can't wholeheartedly recommend it.*

the score is reset to zero.

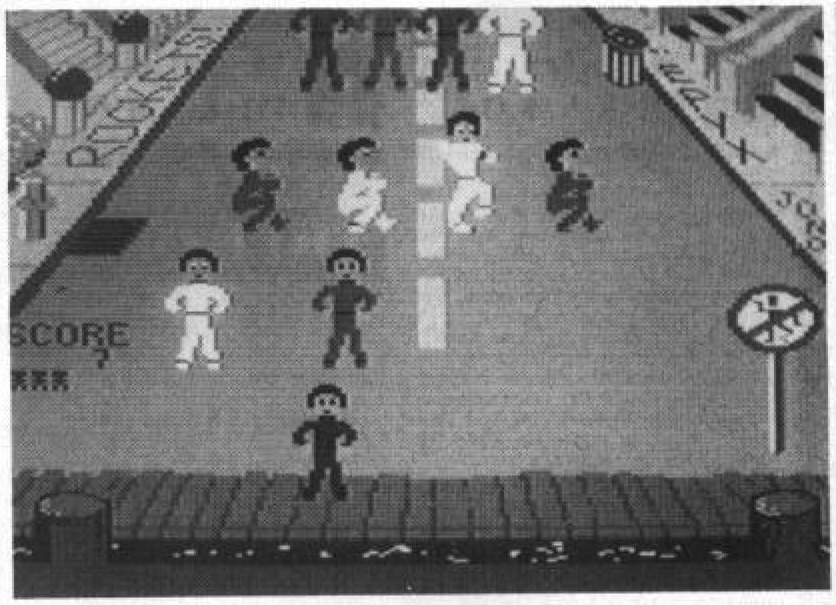
The second game takes the first a stage further. The ferocious Rocket Crew, are invading your 'turf'. Various breakdance moves must be copied in order to scare them off before they throw you into the river. The gang's dancers must be taken on in successive breaking battles, until finally they are all defeated.

'Perfections Dance Puzzle' is the third exercise, like a more complex version of the first game, but with a time limit. The player competes with Boogaloo Brewster, King of breakdancing. Basically, it's a one to one battle where the opponent performs a whole sequence of moves that have to be worked out and followed against the clock.

The fourth game is non-competitive. You choreograph an entire routine and perform it on stage. There are two screens. The first is a menu screen from which all the moves for the dance are chosen, allowing fourteen possible moves usable in any combination and repeated any number of times up to a maximum sequence of 251 moves. Each time a move is chosen, a dancer appears on the lower part of the screen to demonstrate it.

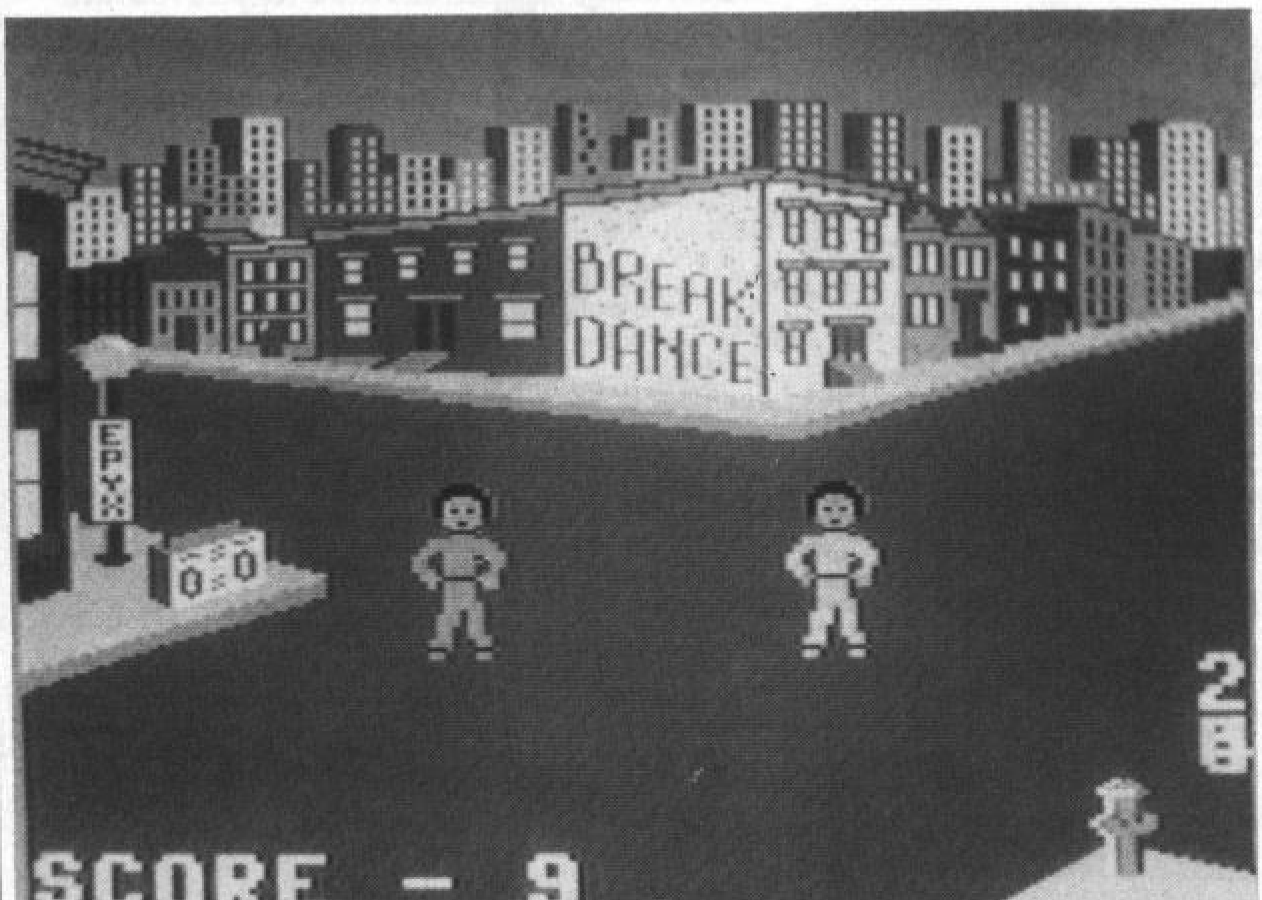
When a routine is complete, the 'Go Dance' option changes the screen to a stage. The joystick is used to move the character around the stage while the moves are being performed, and the movements can be speeded up or slowed down. Dances can be saved out to tape and reloaded for later use.

The fifth part of the game, the 'Grand Loop', is a successive combination of the first four stages, giving the game a sense of logical progression. All the breakdances are accompanied by what the instruction booklet calls *breakdancin' music*. Finally, the instructions give a guide to performing some of the real moves mentioned in the game.





Four separate games on one cassette for only three quid! Well golly gosh! There's only one big problem — three of the games are awfully dull and very much the same. The best bit is the choreography, and that's only because the 'breakers' look totally stupid as they do their stuff. Dull graphics, dull sound, dull game . . . 'nuff said.



Presentation 70%
Clear instructions and menu screen. Cassette loading is adequate.

Graphics 51%
Fat, chunky sprites with good animation, and colourful backdrops.

Sound 49%
Lots of it, but not too impressive and very 'samey'.

Hookability 52%
Easy to get into and a bit of a laugh at first.

Lastability 31%
The first three games prove monotonous, but the choreographed dancing is fun.

Value for money 40%
Not much on offer for three quid.

Overall 35%
Will appeal mainly to breakers wishing to reminisce about the good old days.

"WHEEE!"


DO YOU WANT TO BE A HERO?
Biggles
The result of unique co-operation between three ace software developers and the Biggles film production company, Biggles – The Untold Story will knock you right out of the air! It's a multi-part arcade strategy game in which each part must be completed to reach your final goal.
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HES GAMES

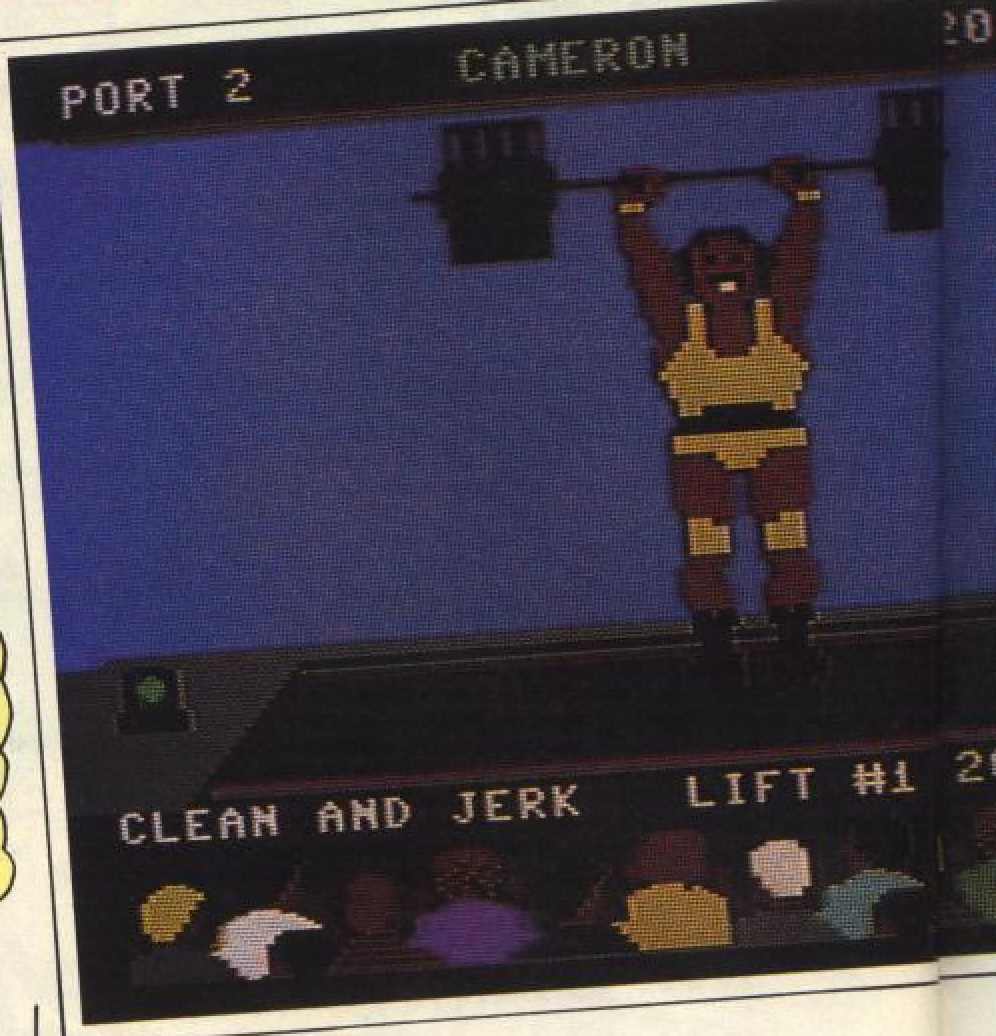
Americana £2.99 cass, £8.95 disk, joystick only

Summer is coming and it's time to don your skimpy shorts and go out and get fit by doing lots of strenuous sporty things. If that's not really your style and you like to spend the sunny season slumped on your posterior toggling your joystick then you can still compete in various sport events courtesy of *HES Games* from Americana. There are six different events which have to be loaded separately — three of them test your joystick toggling muscles and the other three require precision timing and reflex skills

Before an event is loaded you must enter the number of players (up to six) and enter their names and affiliation (ie Mad Dog Regan USA, Mag the Hag UK etc), and select the strip colour (red shorts, red top for Derek Hatton etc). After that any of the events may be loaded and it's possible to view the real world records for that event by pushing the joystick in certain directions. Once you've seen what you're up against you can start the event proper.

Another nice feature about *HES Games* is the replay/classic replay options. After you complete an event you can watch it again by pressing F1 on the keyboard! Or, if you so desire, watch a classic replay — an emulation of when the world record took place. This is particularly useful with weightlifting to study technique. If you manage to get a world record or a good score then this can be saved out (on the disk version ONLY). Right, here is a breakdown of all the events . . .





100M SPRINT

This nice simple event is played over a scrolling track with your big character seen in the centre of the screen. When the starting gun sounds frantically waggle your joystick left and right. The faster you can waggle the faster your onscreen personna hacks. One or two players can bash away at this event. Two players is better since it adds that competitive edge.

110M HURDLES

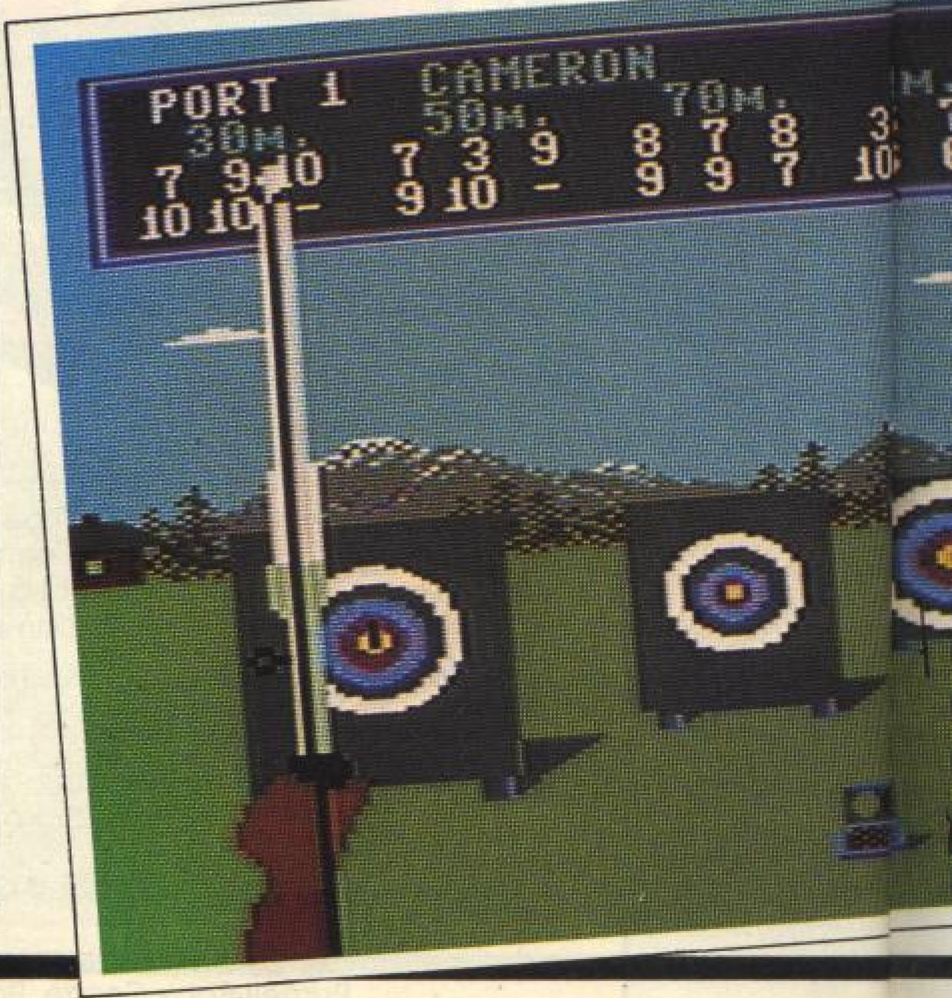
This is viewed in similar style to the 100m sprint and the same sort of joystick toggling applies, but if you only waggle left and right in this event your man falls rear end over chest because he won't jump a hurdle when he encounters one. So, to remedy the situation press right on the joystick when he comes up to a hurdle and he jumps it. In between the hurdles waggle the joystick to get up speed.

LONG JUMP

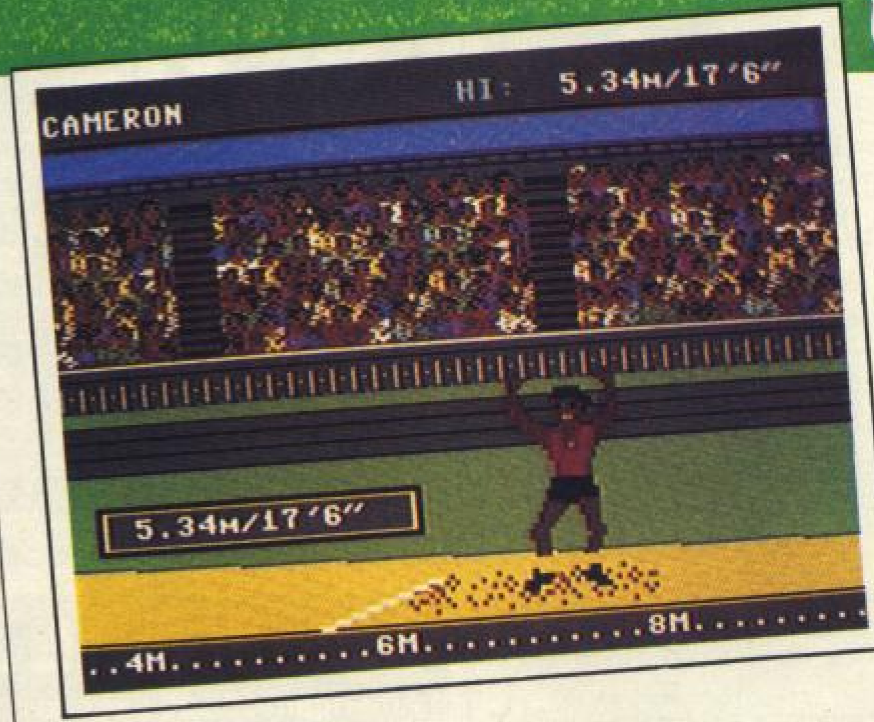
Yet another event which takes place over a scrolling backdrop. Move the joystick left and right quickly to gain speed on the run up and when the man reaches the board press up on the joystick to make him jump. If you time it correctly he flies through the air and lands in the sandpit. Then pull right on the joystick to push him forward otherwise he falls backwards, landing on his bot spoiling the jump length.

ARCHERY

This is the first event to deviate from joystick waggling and it tests your timing. This event is played in 3D — all that is seen of your archer is a hand holding the bow, beyond that the four targets are arrayed. To put an arrow in the bow keep the fire button depressed and pull back on the joystick. Once the arrow is strung you can move the bow anywhere on the screen and using the sight mounted on the arrow you can fire it at the target. This event automatically caters for the distance to the target so you don't have to worry about compensating for the arrow dropping during its flight but you do have watch out for the wind and compensate for its effect. Current wind speed and direction is shown and is constantly updated.



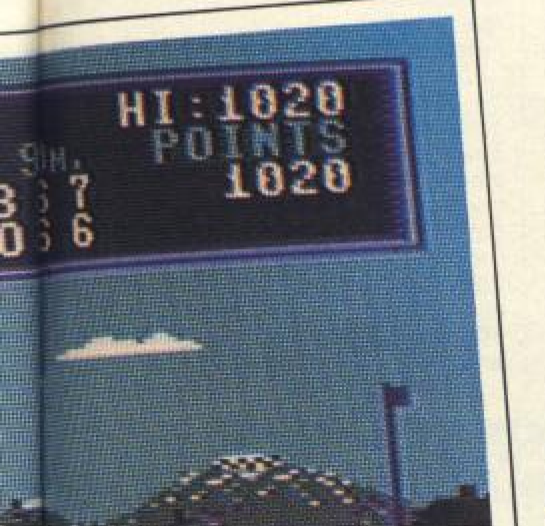




This review has been based on the DISK version of the game. The cassette version is multi-load, which will be less convenient by far, but considering overall quality, enjoyment factor and price, this probably won't be such a serious drawback. HES Games should be released mid-summer.



Here's an oldie given a new lease of life at a price fractions of its original cost. Although sport action simulations are old hat, HES Games *really is among the best ever. The animations are realistic, full of nice touches and help make it all very playable. The game isn't content with being obvious, so you get things like the runner on the long jump traversing the screen diagonally, getting bigger as he approaches the jump off point. The archery has a good feel to it, the weight lifting is tricky and the diving really tests your timing skills. This is a great package at a ludicrous price. Don't miss it!*





Although HES Games *is getting on a bit now, it certainly isn't showing its age. The presentation is first class, and there are plenty of impressive touches throughout, such as the replay feature. Three of the six events involve some hefty waggling and prove a mite monotonous, but the others are great and require some very precise timing; I especially like the archery and weightlifting.* HES Games *is basically an extremely classy sports simulation that shouldn't be overlooked by any self respecting fan of the genre, especially at the ridiculously low price.*

WEIGHTLIFTING

This has two parts — the *Two Hand Snatch* and the *Clean And Jerk* and is another event which tests your timing. Both feature a big fat weightlifter who stares out of the screen and the player controls lifting movements by either pushing or pulling on the joystick. The real key to success is learning to time the weightlifter's movements — if you mistime a snatch, or don't give him time enough to steady himself he drops the weights. The two handed snatch is the easier event requiring an up/down/up (with pauses) movement on the joystick to lift the weights successfully. Clean and jerk is far more difficult and requires up/down/up/down/up (with pauses) to lift the weight.

SPRINGBOARD DIVING

This is viewed from the side. Your woman (for it is a she) stands on the extreme left hand side of the screen and when the joystick is tapped right begins the short run-up to the end of the board. When she reaches the end of the board push up to make her jump, pull down to tense her legs and then up again to spring. If this is timed correctly she whizzes through the air doing somersaults. Just before she hits the water pull down to kick out. Points are awarded for the gracefulness of the dive multiplied by the dive's difficulty factor.

Presentation 98%
Just great — informative instructions, demo modes, replay options . . .

Graphics 93%
Large, well animated sporting characters and convincing backdrops.

Sound 84%
Rather twiddly jingles and lavatory flushing style roars of the spectators but some good spot FX.

Hookability 95%
Enjoyable and addictive sporting action right from the starting gun.

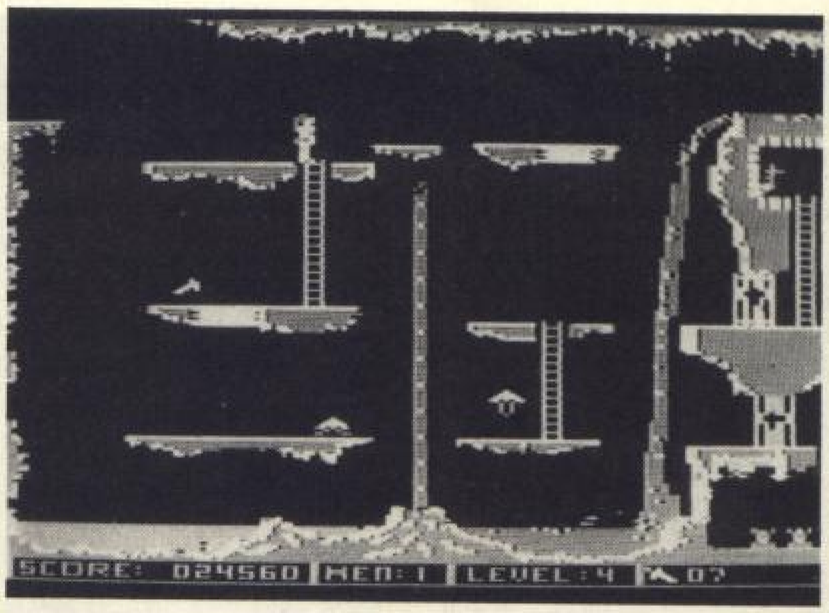
Lastability 93%
Getting a world record is a highly desirable, but difficult task.

Value For Money 98%
Three quid for one of the best sports sims on the 64 — you'll be a nutter to miss it.

Overall 95%
A wonderful sporting game which is challenging, addictive and graphically excellent and now ever so cheap. Need we say more?

CONAN

Americana, £2.99 cass, joystick only



Originally released to coincide with the Conan films of a couple of years ago, this old Datasoft game is the latest title to be repackaged in budget format. It's an arcade adventure in which the player controls Conan and attempts to take him through the deadly route to Volta's lair where Volta himself must be defeated. To succeed, you must negotiate progressively more difficult levels or screens, each populated by creatures and traps.

At the base of the screen, an information panel keeps the score, number of power swords possessed (Conan's only weapon) and the number of lives left with which to complete the mission. At the start of the game, Conan has ten power swords which can be thrown by pressing fire — in certain circumstances, they return — and two spare lives.



This game has nothing on its predecessor, Bruce Lee. The graphics are fairly dull and simplistic. The sprites are tiny and flicker horribly. The animation is passable. Also the screens are far too complex too soon. Either they are so easy as to be monotonous or require several games to figure out. There is nothing in-between. In this respect, I found the game sadly lacking. However, some of the puzzles are actually quite clever and I got some satisfaction from solving them after so much initial frustration. The music isn't bad either. It's not exactly Hubbard or Galway but it could be worse. When this game first came out, I had my doubts. At budget price though, it's not a bad buy.

Each of the screens is very different from the last and the problems contained have to be solved before access can be gained to the next screen. Many of the creatures are unique to certain screens. Some of them can be destroyed by an attack with a power sword, others have to be avoided. One creature in particular is an ally. There is a bird which turns up at





We first reviewed this way back in issue three and I didn't think much of it. Now, a year and a couple of months later, it seems twice as bad as it did then. For a start, the colour scheme is horrible and garish — I'm sure a baboon could have chosen a better series of colours. The 'sprites' flicker and wobble as they jerk their way around the screen, and the sound, although bearable, is thin and reedy. Why the different screens have to be loaded separately is a complete mystery to me, and the whole package is a load of tripe.

random on a couple of screens. If Conan touches the bird, he receives an extra life.

There are only seven screens but they increase in complexity very quickly. In the first, for instance, a bat has to be either destroyed or avoided to get any further. The third screen plays host to a couple of quick footed insectoid beasties along with a giant scorpion and an immense lava pit. Patience is a valuable aide whilst figuring out the puzzles. For the most part, the way to get from one screen to the next is to obtain one or more gems (either on the current screen or the one before) and place them in special holders to trigger the exit. In the spirit of true adventuring, there is no turning back.

Presentation 70%
Good instructions and demo sequence at the beginning of the game, but individual loading of screens is a pain.

Graphics 29%
Very much below par.

Sound 40%
Limited effects and reasonable music.

Hookability 35%
There's very little to keep anyone other than the insanely curious interested.

Lastability 27%
There's very little to keep anyone other than the curiously insane interested.

Value for money 33%
More attractive than its initial price, but not much.

Overall 28%
Although considerably flawed, the game contains some interesting ideas and puzzles — it's just a shame that they weren't put together any better.

NEUTRAL ZONE

Americana, £2.99 cass, joystick only

Dating back three years, this title has been given a new lease of life as part of the new Americana range. You are taken to the outer edges of the galaxy on a mission to protect Alpha IV, which is under attack from some xenophobic aliens who would appear to owe something of their philosophy to the Japanese Kamikaze pilots of the last war.

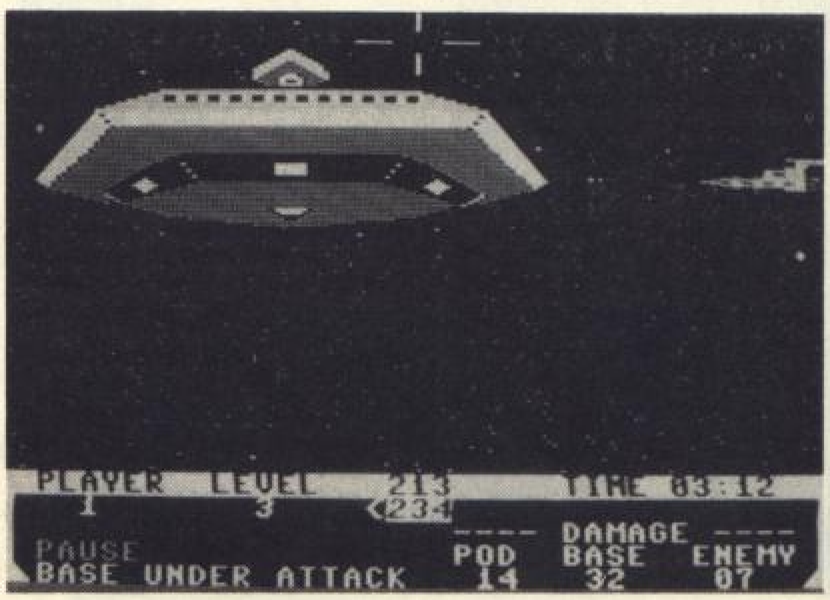
The game can be set on any of five levels (from easy to crazy) with a two player option available. On the first level, ten ships attack the outpost, going up to fifty ships on the hardest level. These vary in their size, speed and destructive capability. They not only attempt to damage the outpost but also fire shots at your weapons pod and the idea is to prevent them from achieving their goal by simply blasting them out of the sky. Play is also set against the clock, so you really have your work cut out.

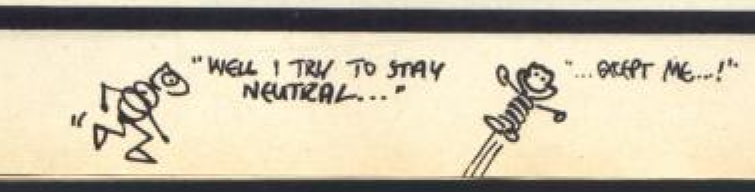
Your missiles are fired at the

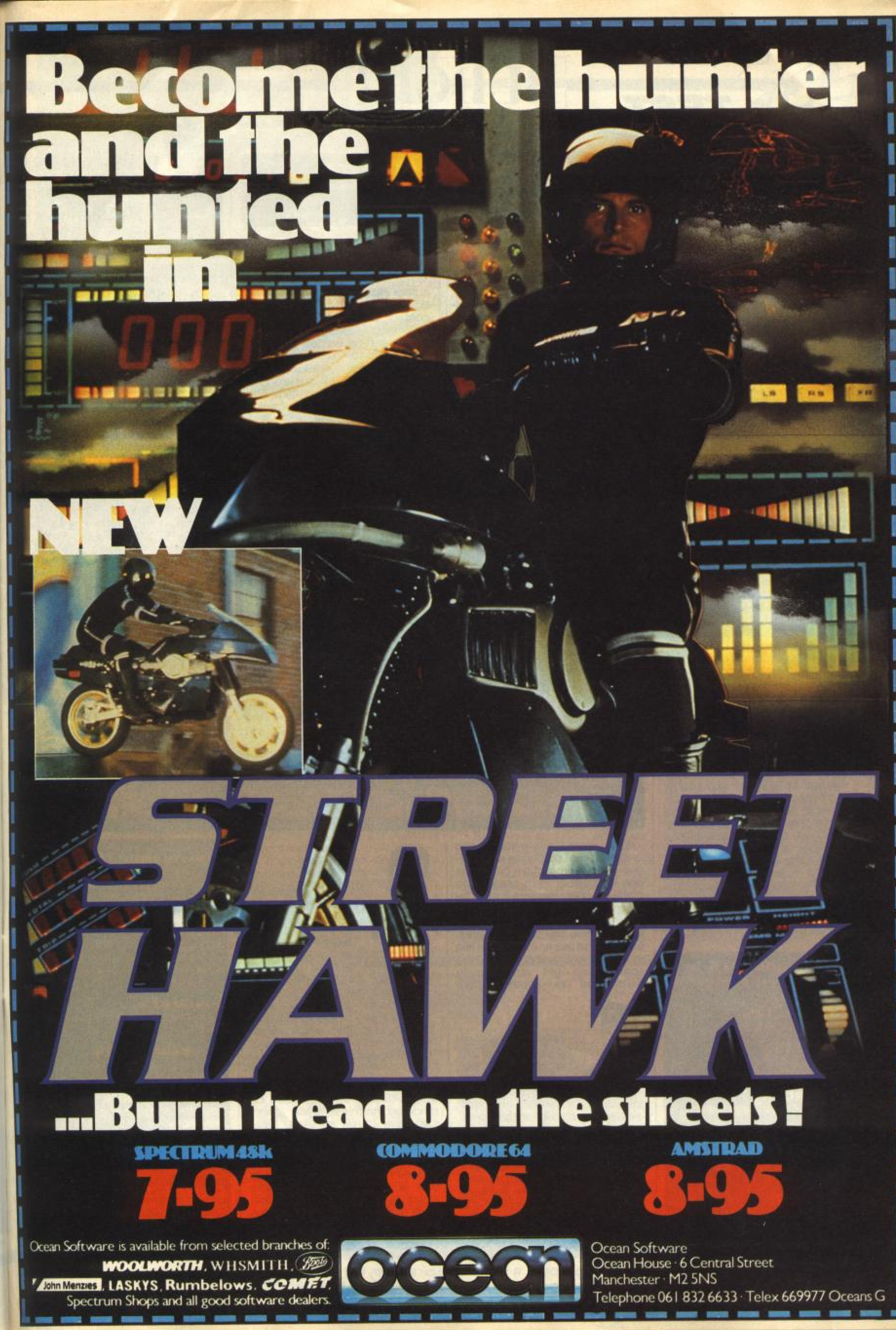


Monotonous, repetitious, boring, yawn inducing, dull, crap . . . Neutral Zone! I've seen better, but I haven't seen much worse. I'm surprised US Gold have bothered to release this game at all, even at a budget price. It's awful. Nothing to do but shoot ship after ship after ship after ship — a sort of Space Invaders in 3D with only one alien. Blam! Blam! Boom! Boom! Zzzz . . .

enemy from the weapons pod which rotates through 360 degrees. A control panel at the base of the screen shows where the next alien attack is coming from, leaving it up to you to find the ship and destroy it. Only one ship attacks at any time and it continues on its attack run until it is







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What a horrible little game. The graphics are of the very wobbly variety, with 'poopy' sprites making epileptic movements across an even jerkier background. The sound is just as grotty — a 'whee boom' sort of thing. If you want to see how awful American programs were on the 64 in the olden days then I suppose you can't find a much better example of this boring and ancient drivel. Ugh.

either destroyed or the time limit expires. As damage is inflicted on the weapons pod, it becomes less efficient. Normally, when the 'Turret Damaged' message appears on the screen, it means that traversing is going to be slower until the self repair systems fix the damage, giving the aliens more chance to wreak havoc on Alpha IV.

If the mission is successfully completed you are returned to the title screen to select a new game. On harder levels of play, missiles spew forth from the enemy ships with disturbing frequency and precision.



Well Bruce and Roger Carver may well have gone on to write Beach Head, Beach Head II *and* Leader Board *but this is where they started and they certainly started at the bottom.* Neutral Zone *is pish and a large part of it is basic, so it's slow pish at that. Though some of the Americana range is good it has its black spots and one of the blackest is* Neutral Zone. *The main cripple factor is its age though even in its heyday I'm sure* Neutral Zone *would be regarded as far from inspiring. Avoid this offering at all costs even with the £2.99 price tag.*

Presentation 31%
5 skill levels for up to two players — wow.

Graphics 12%
Basic BASIC graphics.

Sound 13%
Better sounds from a cat being doctored.

Hookability 7%
There sort of isn't any really.

Lastability 5%
Even less.

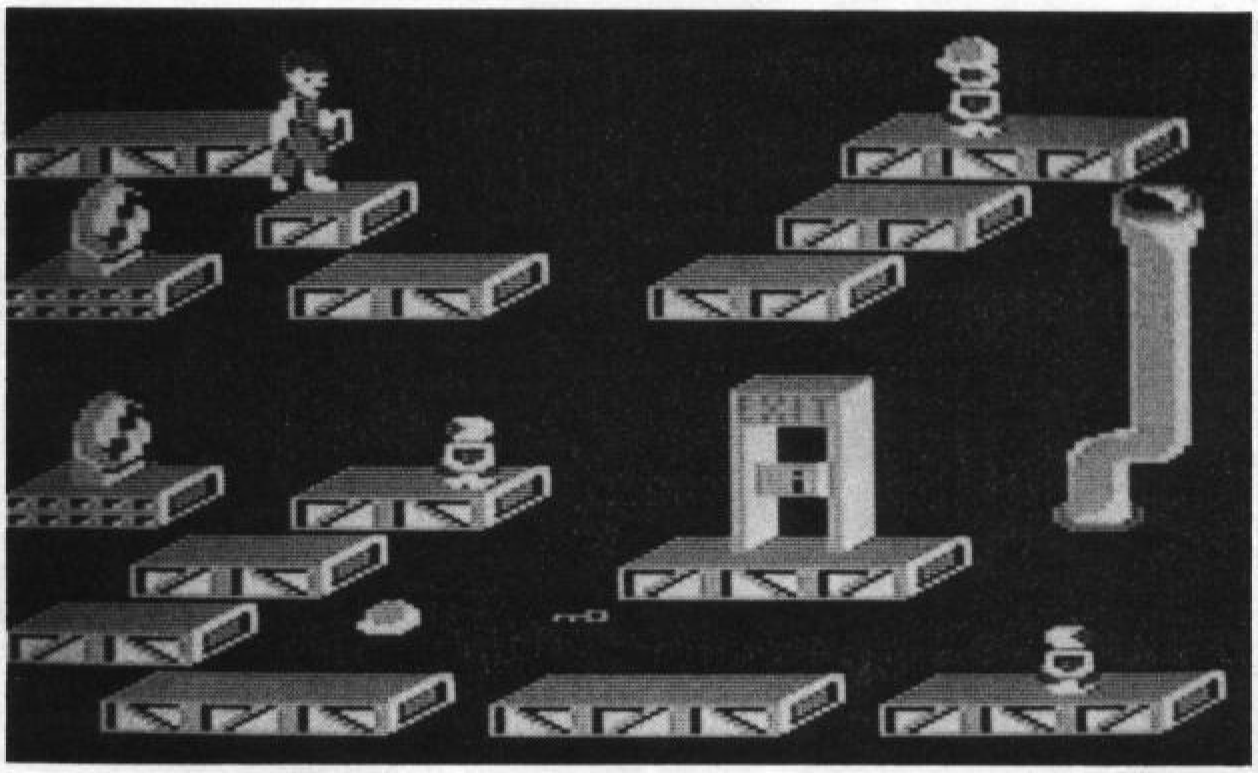
Value For Money 15%
Well it is cheap . . .

Overall 9%
No comment.

OLLIE'S FOLLIES

Americana £2.99 cass, joystick only

Once upon a time a little blue haired chappie called Ollie was happily trolling down the street minding his own business. Suddenly, he saw a factory, and being of an inquisitive disposition, he decided to pop inside and see what was within its mysterious portals. Little did the bijou fellow know that this factory was evil and that no humans worked there — only devilish robots who loved to destroy their creators. Once he'd entered he discovered that the only way to get out was to go through the 24 different rooms, trouble indeed.



Each room fills one screen and is made up of platforms and various automatic factory bits. Ollie can leap about from platform to platform, although care has to be taken to land on the platform safely — he can only fall a limited distance or lose one of his five lives. Each screen has an exit which Ollie must reach to escape from the screen and get automatically transported to another more difficult screen (on later screens a key has to be collected before the exit becomes operational).

The robot guards and other automatic adversaries trog up and down the platforms, killing Ollie on contact, but they themselves can be killed — dotted around the screen are various power pills and if one is collected Ollie turns into a homicidal robot killer for a limited amount of time and can dispose of the robots by touching them. After a few seconds he reverts back to his normal placid self.

On later hazards other meanies appear — sparks, fans, laser beams and deflectors among others. Some of these can be rendered harmless while others just have to be avoided. Later screens also introduce new factory fittings which can be used to Ollie's advantage — pipes can be jumped into to lead him to another part of the screen, transporters whizz him to more inaccessible parts of the screen. There are also sliding platforms and balls for bouncing on to reach the other side of the screen. Escaping from an evil factory is never an easy task!



Ollie's Follies *isn't a bad game at all. Although the scenario is from the ancient regime of computer games, it's well implemented and there are some neat puzzles, features and challenging bits of screen to leap around. The graphics are reasonable, the sound isn't too bad, and the whole game plays very nicely. If you like platform games then go out and buy it, it's not bad at all.*



I was pleasantly surprised to find that Ollie's Follies *isn't all that bad, despite its age. The graphics and sound aren't much cop, but as platform games go, it's good. There are some nice gameplay elements throughout — although some of them are very similar to those in* Bounty Bob *(but which came first?) — and I enjoyed playing* Ollie's Follies *quite a bit.*



At first I thought that Americana were releasing a game about the past exploits of our very own Mr Frey. However, Ollie's Follies *is nothing as interesting, instead it's merely the exploits of a blobby sprite across a three dimensional platform background. The graphics are quite good, especially considering the age of the game, and the sound effects are alright. But, in the end, it's just another average budget title. If this is your sort of thing then have a look, otherwise . . .*

Presentation 79%
Pleasant title screen which cycles through various screens to give the user a taster of things to come.

Graphics 66%
Although the colour scheme is a bit bland, the characters and screens aren't bad at all and work quite well.

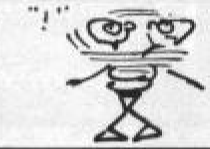
Sound 67%
A jolly title screen ditty and some OK FX.

Hookability 70%
The first couple of screens are suitably easy and addictive . . .

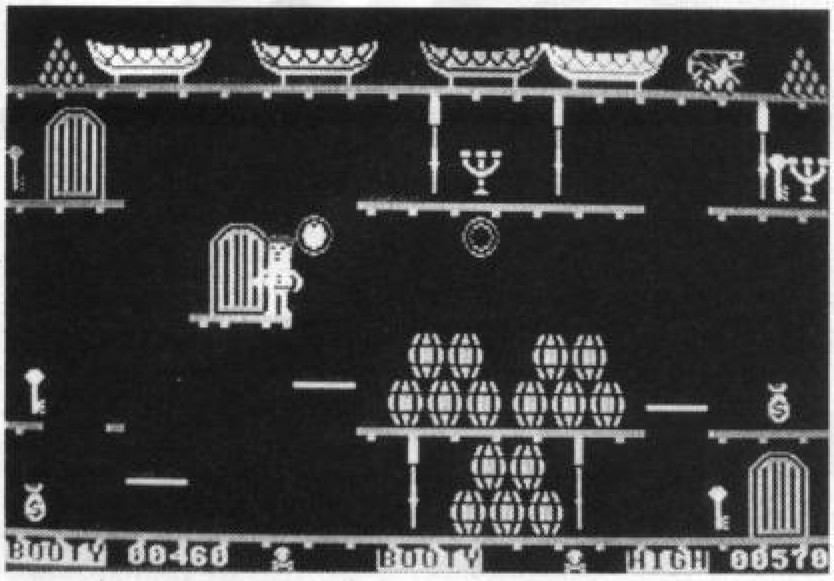
Lastability 68%
And after a while it starts getting very tricky.

Value For Money 75%
Twenty four screens of action at a price everyone can afford.

Overall 70%
A oldie, but goodie, platform game.



'OLI IS A FOLLY– BUT NOT ALL BAD, EH?"
· WATCH YOUR STEP, MATEY!! OLI



BOOTY

Firebird, £1.99 cass, joystick or keys

Strewn across twenty decks of a ghostly pirate Galleon are various items of booty just waiting to be picked up by Jim the cabin boy. When Jim walks over one of the objects, it is picked up automatically. However, there are numerous colour coded doors in the way and for these, Jim needs the correct colour key to pass through. Since he can only carry one key at a time, this can be something of a problem.

Each screen is four decks deep, and accessible via ladders. Some doors are placed behind Jim which require no key to pass through and lead to other screens.



What a disappointment! I remember this being the first ever budget CRASH Smash (golly, was that a long time ago)! Not much has changed except that it looked so much better on the Spectrum than it does now, nearly two years later, on the 64. I'm sure it played better too, or has time made me see it through rose tinted spectacles? Okay. so they released it on the 64 some time back too, but why bother now? Firebird can do better than this — surely anyone can do better than this?



There's no doubt about it — this game is dire. The graphics are thoroughly appalling in their simplicity. Little or no effort has gone into making them worth looking at and the overall effect is crude and unsatisfying. The rest of the game depends on playability. Well, it is easy to play (on the first level at least). In fact it's too easy. Hardly anything happens that could liven up this dull affair. The speed of the single colour ghosts could hardly challenge the most inept players and you soon find yourself on the downhill road to monotony. The fact that this game is only cheap is no excuse at all. Mastertronic have already shown that cheap games can be superb but this is something that has obviously escaped Firebird's attention.

Sometimes it's necessary to exit from one screen, reach a lower deck on the next and then return to the original to finish collecting items there, such is the layout of doors and ladders.

Trapdoors hidden around the screens bring Jim to a swift demise should he fall foul of one, and some of the treasure is boobytrapped. After a short while the undead, ghost pirates wielding swords, ghost rats looking for a



This game is crudsville. The graphics are boring and dull, the backdrops are boring and dull, the sound is boring and dull and the scenario is boring and dull too. There's not much more to say about it apart from steer well clear of it.

nibble and ghost parrots by the dozen, become disturbed and start wandering around. Bumping into one of them is bad for Jim's health.

Occasionally, the layout of the decks themselves are a problem. It becomes necessary for Jim to use fast moving lifts to get from one level to another and timing has to be very precise. Jim may look overweight, but he can easily slip through the slightest gap to his doom.

If all of the treasure from the galleon's twenty decks is collected, then Jim has 45 seconds to locate a bronze key and use it to get through to the next level. Clearing up the booty a second and third time requires a search for a silver or gold key respectively. On each level the speed and difficulty of the game increases, making the quest for loot considerably harder.

Presentation 50%
Cheat mode, otherwise nothing much.

Graphics 35%
Very simple, awful colours.

Sound 24%
Pretty yucky tune and spot FX.

Hookability 18%
Easy to get into but what's the point?

Lastability 15%
Instantly forgettable.

Value for money 20%
Cheap.

Overall 16%
Not a good game for Firebird to release at any price.

SHAMUS

Americana £2.99 cass, joystick only

The Shadow is out and about! Yes he is, and putting yourself into the shoes of *Shamus* you must destroy him and rid the world of his evil. HA! You thought we were talking about THE Shadow, you know, ZZAP!'s goodly do-gooder didn't you? Well, we're not. The Shadow in question is a horrible meany who eats babies and enjoys reading Mike Pattenden's gossip column, and as you can see, anyone who is that evil just has to be destroyed.

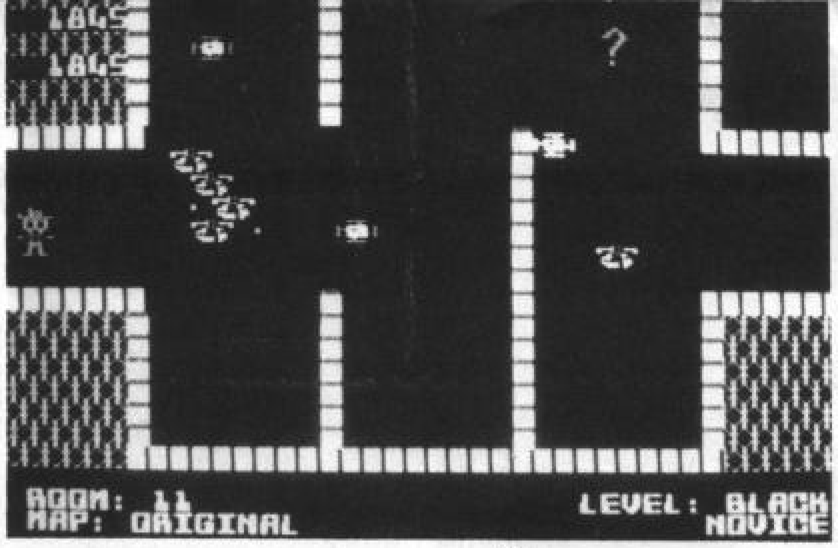
Shamus is an arcade adventure played in *Sabre Wulf* style — a flick screen game viewed from above but the sprites are viewed from the side, sort of like a Picasso painting, and what the intrepid hero must do is penetrate deep into the core of the fortress of the nasty Shadow and destroy it. This castle is made up of many rooms spread over 32 screens through which Shamus trundles picking up whatever he can before his task is finished. Some rooms have exits locked by padlocks and the only way they can be opened is by



Shamus *is getting on a bit now, and it certainly shows. It's graphically very simple, but reasonable, just like the sound effects and the game itself. I never have liked* Shamus *(I prefer the follow up,* Shamus Case II*), but that doesn't mean that you won't — check it out, you may well find that you like it.*

"THINGIE!"





finding the relevant coloured key in another room. There are also mystery bonus question marks and extra life potions which help the quest when collected.

All the walls are electrified and if Shamus touches one the 'this is how to disrupt the tube train timetable' syndrome comes into effect, turning him into a pile of ashes and one of five lives is lost. The Shadow's laser spitting robots fill the rooms and these try and kill our hero by shooting or by touching him with their electrified exoskeletons. Luckily Shamus is armed with a powerful Ion Shivs (TM, Pat Pending) laser rifle and can shoot the deadly denizens before they damage to his frail and pink little bod.

Throughout the quest the Shadow monitors progress made by Shamus, and if the hapless fellow spends too much time in one room the Shadow enters and gives chase, hell bent on killing him. Shooting the evil character merely causes him to pause for a second, but this pause gives Shamus enough time to get out of the room and enter another.



I remember playing this on the Atari yonks ago and thinking it was about the best thing I'd ever seen. Nowadays the game is a far cry from that sort of status but is still an enjoyable arcade adventure/shoot em up. The graphics aren't brilliant and the sound isn't wonderful but the program is nicely presented with four different maps to explore and solve. If you want a cheap and enjoyable arcade adventure then take a look at this, you might like it.



Poor ol' Shamus, *he's nearly as old as the office crumbly, Malcolm, now. Though this game was a great fave of mine in the golden age of software, nowadays it really fails to thrill. Even the previously impressive gameplay seems to be rather simple indeed. Even for all you players out there who may never have seen Shamus before, I'm sure it would bore you silly — compared to today's releases it really is crude. Have a look maybe, especially if you're a* Robotron *fan.*

Presentation 86%
Beautiful title screen logo, and several options.

Graphics 45%
Simple characters and backdrops.

Sound 69%
Good title screen music and spot FX.

Hookability 56%
Mildly addictive initially.

Lastability 50%
Mildly playable — eventually.

Value For Money 55%
Low priced and — mild.

Overall 51%
Fairy Liquid couldn't be any milder.

RAGING BEAST

Firebird, £1.99 cass, joystick or keyboard

Raging Beast is the first computer game to simulate the Spaniard's favourite pastime — the controversial and bloody sport of bullfighting. So don your trendy Matador gear, step into the Corrida and take on the meanest bull in the sport's history — Alfonso the Awesome.

Armed with only with a red towel you must take on an angry, sweaty mass of bovine meat and make him look totally silly by plonking a rosette over his ugly fizzog.

You start in the middle of the arena and Alfonso walks on from the side, breathing heavily and staring angrily at you. Pushing the joystick in the respective direction makes the matador sprint around the arena. When he stops you can make him shake the towel by pressing the fire button and pushing the joystick left — of course this makes Alfonso even angrier and he steams towards you at a vast velocity. Just before he reaches you press fire and push the joystick right to make the matador whip the towel away. Such insults enrage the bull further and he stomps after you with renewed ferocity.

Having successfully goaded the bull in this fashion, a rosette is bunged into the arena which can be picked up and draped (with difficulty) over Alfonso's horns. If this happens you get your name on the winners' poster and have to tackle an even more angry and peeved Alfonso again.

As you can imagine it's not as simple as that and Awesome Alf has some horrible tricks up his sleeve. For a start if you're not quick enough with the towel he may turn and send you bum over breast with a swift flick of his horns, or he may kick as he passes which bowls you over. Once you're down the fun starts — Alf dashes in vengefully and, if you don't get up quickly, stomps all over you which requires a trip to the hospital for treatment and results in the termination of your game. He also sits on you very unprofessionally if he can which also has fatal consequences.

Sometimes when you get thrown you fly up into the air and land on the bull's back giving you the opportunity to ride it. There's a certain technique to riding the bull and staying on its bucking back for a length period really boosts your score. Throughout the game the kindly El Spikko airlines constantly update your score and write it on the drag flag attatched to the back of a tourist packed airliner so you can see it as it hops overhead.



This is a funny game — everything about it is silly, like the bull trying to stomp you into the dirt and when it does two little stretcher bearers whizz out at speed to wheel you off to El Hospitalo. The graphics, although small, are fine and the bull is portrayed brilliantly. The sound isn't bad either and it all plays very nicely. It's certainly a difficult task mastering the game and the whole package is well worth buying.



Though an incredibly stupid game in every way there's some strange quality about Raging Beast *that makes it absolutley excellent to play. It's probably because it is so stupid that the game appeals. The hilarity generated by getting sat upon by a bull is surprisingly large, cries of 'get off me you fat sod' echoed rather loudly around the office when Firebird sent us this one. Graphically* Raging Beast *is very good indeed and has some fairly impresive high res screens sitting resident in memory. Though there are some doubts as to how long the fun will last,* Raging Beast *is worth the paltry few pennies asked. Firebird do seem to be pulling their act together at the low end of the market, let's hope it continue that way.*



Raging Beast *is a very daft game indeed. The bull is great and really does have character, something I'vè never seen in a computer game before. Many a time the air turned blue because he decided to sit on me, but such frustration caused me to go back to the game again and again. Love the graphics, adore the gameplay, like the price. Get it.*

"THE BEASTS ARE INTO RAGING..."

Presentation 91%
Very good indeed. Great title screens and many neat touches.

Graphics 83%
Although simple in appearance, the main characters are very well animated — especially the bull — and work extremely well.

Sound 81%
Good tunes which suit the game.

Hookability 94%
Immediately addictive, mainly due to the hilarious nature of the game.

Lastability 85%
Although the initial humour wears a bit thin after a while, it's still tough and fun to play.

Value For Money 95%
Worth every penny.

Overall 89%
A highly entertaining piece of software.





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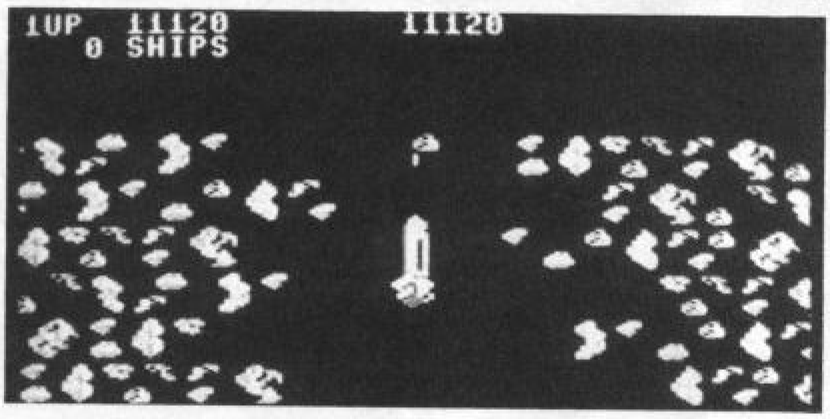
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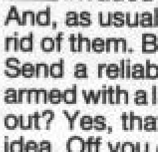
MOON SHUTTLE

Americana, £2.99 cass, joystick only.



Lawks oh lawdy! Four different types of slimy alien have invaded our asteroid belt! And, as usual, it's up to you to get rid of them. But what shall we do? Send a reliable old space shuttle armed with a laser gun to sort them out? Yes, that sounds like a good idea. Off you go, and don't bother coming back if you're unsuccessful . . .

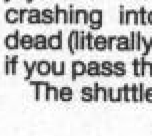
The alien aggressors are being raucous on the opposite side of the asteroid belt, and this must be passed through before your assault can begin. The shuttle



As shoot em ups go, Moon Shuttle *is awful, antiquated and dull — a bit like a glorified Space Invaders with less aliens to kill. Both graphics and sound are good, but the game itself . . . well, even at three quid, it's a joke when compared with the likes of* Uridium *and* Dropzone. *I'm not impressed in the slightest.*

starts at the bottom of the screen and drifts slowly towards the mass of rocks above. By moving left and right and firing rapidly, a path can be cleared. Pushing up on the joystick increases speed, but crashing into a rock stops you dead (literally). A bonus is awarded if you pass through unscathed.

The shuttle then appears at the



Har har har. I think US Gold are a really jolly bunch of japers indeed! Moon Shuttle *— boom! Har har har. The game is really awful, your craft being attacked by crummy aliens who wobble about aimlessly pooping out the occasional missile. The sound is an aural assault and the graphics are just like Margaret Thatcher — bland, dull and totally antiquated. Do yourself a big favour and miss it.*

bottom of the screen and can fire and move left or right. The aliens zoom down from the top and sides of the screen and drop deadly missiles. The first wave hangs around the top of the screen and the aliens are quite docile. Progressive



Left right and fire, what a combination! It would seem that Moonshuttle *was designed by someone with the imagination of an imbecile child dropped on his head at the age of six months. To say* Moonshuttle *is simple is a gross understatement. To say* Moonshuttle *is boring is also a gross understatement. Without being rude there isn't a lot you can say about* Moonshuttle *apart from don't buy it.*

waves are more aggressive and harder to kill.

Destroying a certain number of aliens leads to more rock dodging and blasting, followed by yet another alien attack, and so on, until eventually all lives are lost or you get bored and turn off the computer.

Presentation 43%
Two player option — that's about it.

Graphics 36%
Below average and rather elderly.

Sound 9%
Simple basic and and extremely elderly.

Hookability 29%
May hook somebody . . .

Lastability 12%
. . . but they won't become addicted.

Value For Money 18%
Not really a lot.

Overall 13%
Unlucky for some.

RETURN OF THE SPACE WARRIORS

Alpha Omega, £1.99 cass, joystick or keys



Return of the Space Warriors *is* Joust *with Eggs instead of birdies and playability wise it's about the best version of this arcade smoothy for the 64 to date. It's the playability that really keeps* Return of the Space Warrior *going since the graphics are really quite horrible. As for movement everything's fairly au fait and the sound effects are quite neat as well.* Return of the Space Warriors *is a good game and definitely worth what CRL are asking. Worth a look.*

Edward Egg, from the planet Egg, leads a hassled life. Living on the planet Egg is a real headache since all the inhabitants are called Edward and also look just like eggs. Edward Egg's life is particularly hassled at this moment in time since it's he who's name has been chosen from a list of thousands (all of the names on the list being Edward Egg) to defend planet Egg from the Space Warriors who have recently returned. So, he climbs into his egg shaped craft to do battle against the Space Warriors whose spaceships, by some very strange coincidence, are also shaped like eggs.

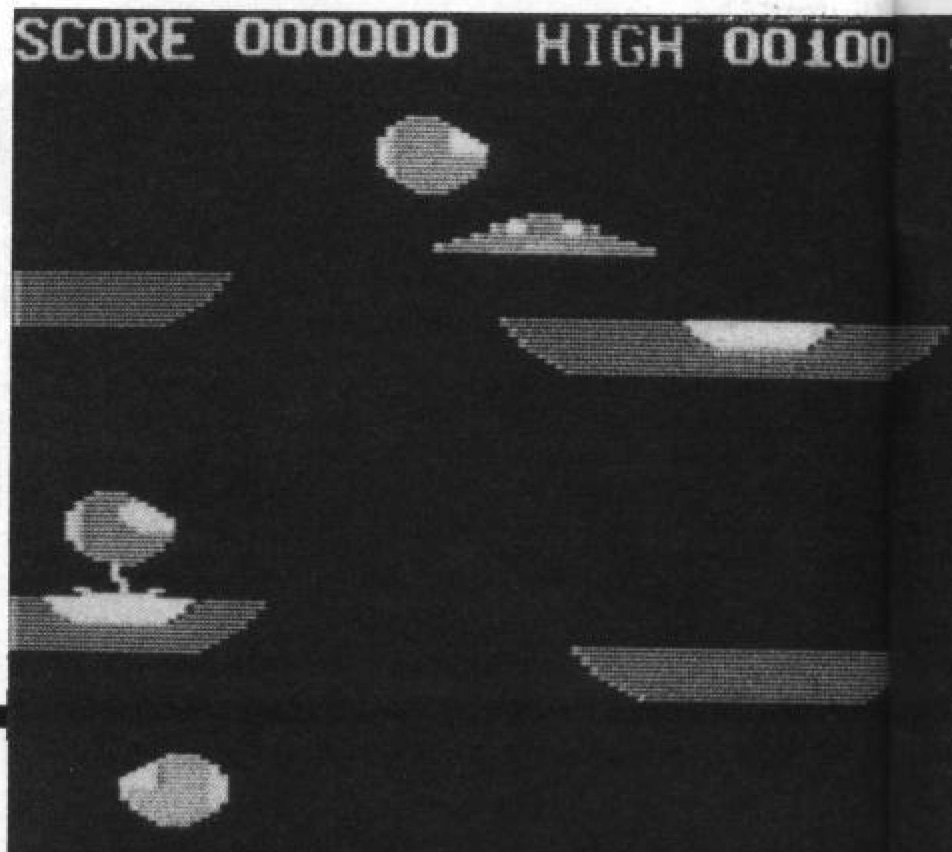
The battle takes place on **Egg Battle Platforms of Egg**, an arena of ledges specially designed for such combat. For Edward Egg the stakes are high; if the ovoid creature is thwarted by the attacking Space Warriors then they claim the planet Egg as their own by forfeit. Oh no! Amongst the attacking hordes of warriors is a Colonel Warrior, a man of distinction who is of the particularly vicious variety. He's easy to pick out from the riff raff Space Warrior troops because he flies one of the prestigious Blue Eggships.

The main disadvantage of trying to battle with Colonel Warrior, is that his ferocity increases during battle; he's a tricky customer so Edward had better look out. Protocol calls for Egg battle to be played out under strict rules; of overriding importance is that no weapons are to be used. On the top of each Eggship is an Egg destruct pad. Bumping this causes the warrior's Egg ship to blast into smithereens and leaves the combatant's Yolk Helmet to drop until it reaches a ledge. If this Yolk Helmet isn't collected within a time limit then it regenerates into Colonel Warrior. To make the combat fair Edward's ship also has an Egg Destruct Pad and if he's hit then a life is lost.

Another nasty to look out for is



Although the game has a really tacky sounding title it's in fact a very good version of the Williams arcade classic Joust. *The graphics are pretty crummy but the game plays very nicely with just the right amount of inertia to make flying tricky. I would have loved to have seen proper flying ostrich sprites rather than the rather bland eggs, but I suppose that's have been too much to ask for. If you liked* Joust *then give this a whirl — it's about the closest thing to it on the 64.*





I couldn't agree more: Return of the Space Warriors is a great little game and worth every penny. Shame about the graphics, though.

the Grand Egg. Once proud leader of the Planet Egg, this formerly respectable being turned mutant one night after falling into a radioactive frying pan. Now he roams the Egg Battle Platforms in his denatured state, seeking out inhabitants of Egg with his deadly touch.

Each wave is completed once the platoon of Space Warriors has been vanquished by Ed. After a couple of waves have been dealt death a bonus wave is awarded where Ed has to collect a number of Yolk Helmets before they turn into Colonel Warriors.

Presentation 81%
Generally neat; some good options available.

Graphics 38%
Eggs, Eggs and platforms, blocky platforms at that.

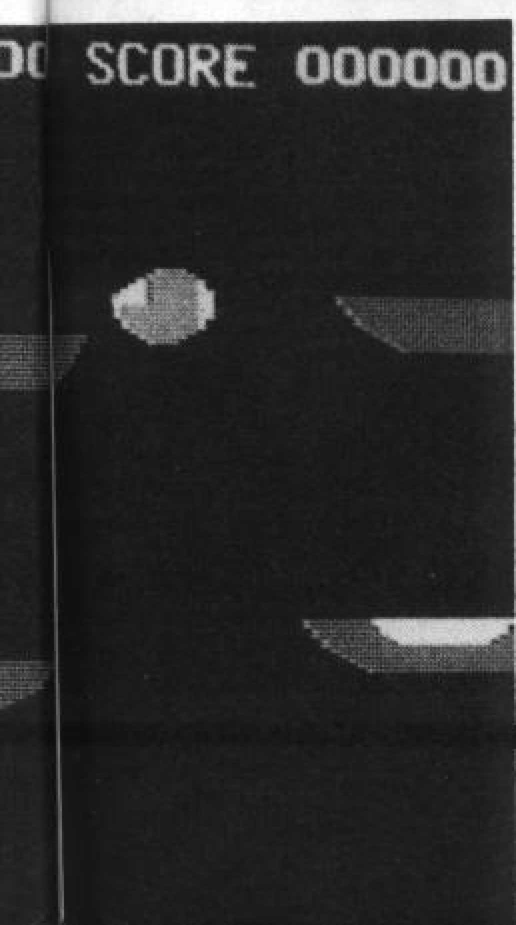
Sound 77%
Nice sound FX though they do clash at times with other audio bursts.

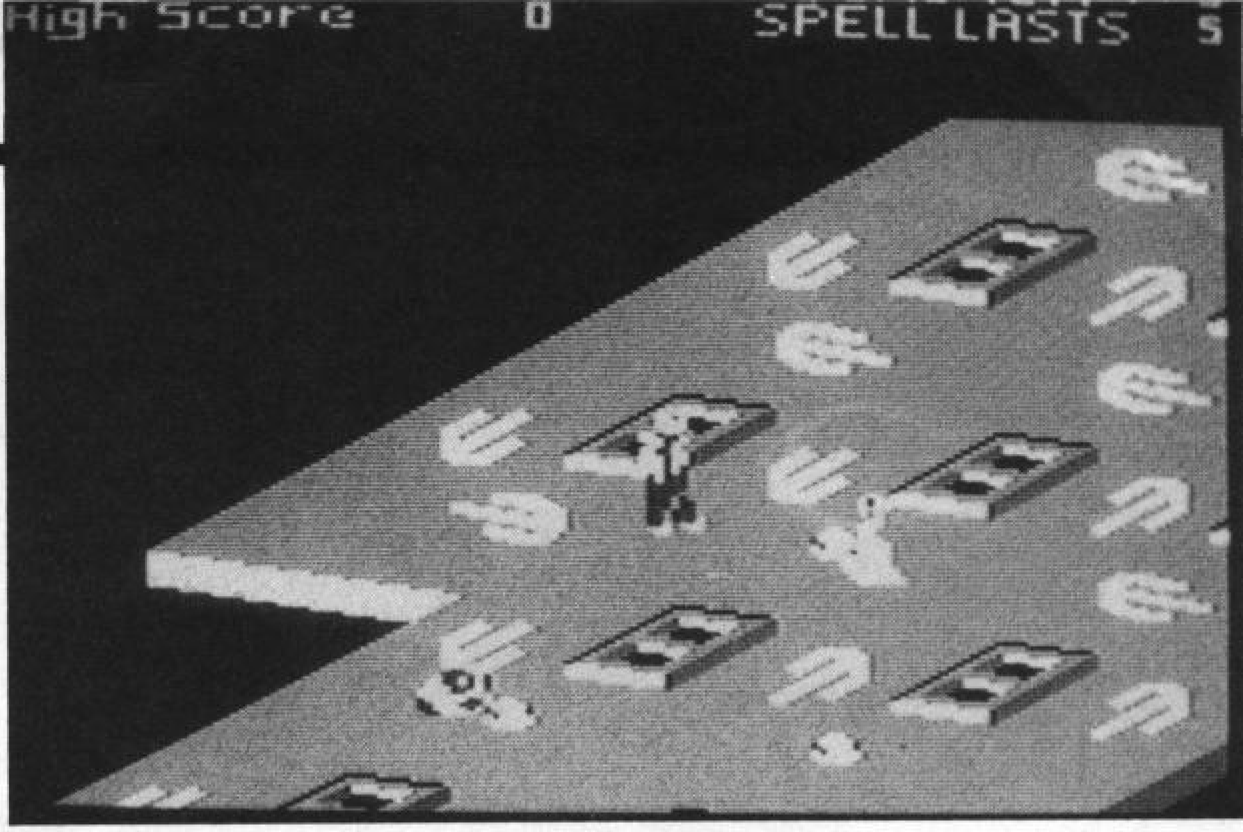
Hookability 81%
Very *Joust*like indeed and dead playable.

Lastability 76%
Egg bashing can get a wee bit repetitive but a good blast all in all.

Value for Money 82%
A rather neat bargain that stands up quite admirably when compared to other budget offerings.

Overall 80%
A respectable release well worth the attention of anyone.





SCROLLS OF ABADON

Americana, £2.99 cass, joystick with keys

For some strange and inexplicable reason a Wizard has transported you to the game grid on the World of Abadon, which just happens to reside inside his head. He wants you to please him by collecting all sixteen pieces of his magic 'amulate', which are spread over four levels of increasing difficulty, and returning them to the real world where you will be richly rewarded. All well and good, but who knows what evil lurks within the mind of a depraved Wizard . . . ?

The game grid is composed of many game blocks, each of which is a 3D scrolling platform with lots of rotating gems, and occasionally a spell or piece of 'amulate', for the taking. All gems in a location must be picked up in order to activate the Power Disks which are used to move you from one location to the next. A useful plan view map of any locations explored can be called up at any time by pressing the space bar.



Even though the people who programmed Scrolls of Abadon also did Ghostchaser *and* Ollie's Follies, *they really have hid their tracks well, I mean, you'd never have ever guessed by looking at them. Am I being sarcastic? Yes I am. Yet again we see the return of the horrid looking blobby main character with the combination of unexciting four colour graphics — monotonous. There is some sort of game in there, and a horribly aged one it is too. Crude gameplay coupled with an awkward control method does not really and truly make a good time. That's my opinion and I'm sure it'll be yours also.*



This isn't much cop, a bit of a 3D scrolling Pac Man *with extra bits. The graphics are really pathetic with wobbly scrolling, crummy sprites and glitches abound. The sound is awful too and really gets annoying after a couple of minutes play. The game is pretty simple and after a couple of plays we were well on the way to solving it. If you have three quid burning a hole in your pocket it might be wiser to let your trousers catch fire.*

It all sounds easy enough, but there is one small snag — whenever a gem is taken, an arrow is left behind pointing in the direction from which you came, and prevents you from turning back. Attempting to do so angers the Wizard — so much so that he sends in the Beast — a rather fat and nasty creature who kills on contact. Three other creatures also make an appearance and each have their own traits and characteristics . . .

The Kitz appear now and then, and follow the direction of the arrows. They are deadly to the touch and are best avoided — as is the Nim, who boings and sproings about the grid and takes great delight in sitting on your head and poisoning you to death. Arrow Eaters are just as unfriendly, but they are harmless and only eat arrows, excreting gems in the process.



Even though Scrolls of Abadon *is awful, I quite like it. The graphics and sound are grotty, as is the game itself, but for some reason I actually enjoyed playing it. I've no idea why, since this is one game I wouldn't really recommend to anyone.*

Fortunately, there are various spells lying around the grid which can be picked up and used to good effect. A spell is activated by typing the respective word on the keyboard (provided you have a spell in the first place). There's a spell to freeze all nasties, a spell to kill everything outright (except for the Beast — he's invulnerable, you see), a spell to display the whole of the map for the level you are on, and a spell that allows you to advance a level. Unfortunately, each spell lasts for only 20 seconds . . .

Points are given for collecting a gem, a piece of 'amulate' or a spell, and an extra life is awarded every 20,000 points — handy, since you only start with five.

Presentation 74%
Good instructions, a few options, a demo mode and a couple of nice touches, such as the spells.

Graphics 38%
Poorly defined characters and backdrops with bland colour schemes.

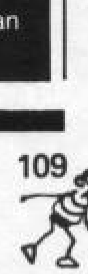
Sound 32%
Iffy title screen music and spot FX.

Hookability 39%
Easy enough to get into, but not that interesting initially.

Lastability 26%
A bit too easy and repetitive to play, and boring as a result.

Value For Money 32%
It would be wise to look before you leap.

Overall 28%
Yet more antiquated American software.



Prepare your*e*

THESE SIMULATI[ON]

MicroProse Software specialises in bringing you exciting, fun and challenging software simulations that stimulate, teach and provide you the opportunity to make real life judgements and decisions in outstanding software simulation.

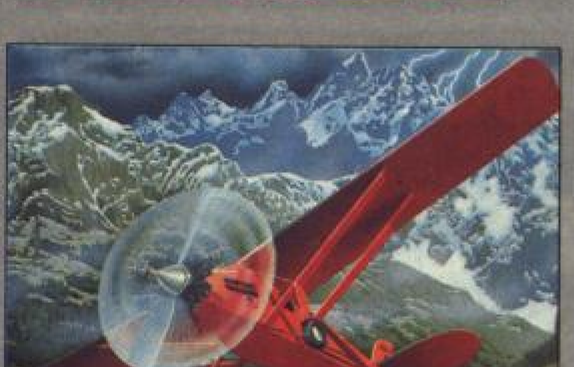
Whether it's piloting a 1930 mail plane through the mountains of Colorado in SOLO FLIGHT, or commanding all the allied forces of Europe during World War II with CRUSADE IN EUROPE, you know that you can always get long lasting entertainment and fun from MicroProse simulations.

We hope you enjoy these simulations as much as we enjoyed developing them for you, and we look forward to a long and mutually beneficial relationship between you and MicroProse. Good luck and have fun!

Best regards,

Major Bill Stealey

Solo FLIGHT





SECOND EDITION!

The second edition of this popular and highly acclaimed flight simulator.

"Solo Flight is a great game"
Power Play Oct/Nov 1984

"A real must for the arcade and flying enthusiasts"
Commodore User Feb 1985

"With the novel touches and the excellent type of view of the plane, this flight simulation is really worth the money."
Zzap 64 Sept 1985

Decision in the Desert

THIS TIME YOU'RE IN COMMAND!

Second of the 'Command Series' simulation, Decision in the Desert puts you in command of some of the great battles of World War II. Decision in the Desert features continuous "accelerated realtime", lively graphics, highly intelligent units, strategic overview maps and advance artificial intelligence commanding the computers forces.

"A very good strategy simulation"





"The best strategy wargame I have played."
Popular Computing Weekly

"Really excellent value for money, coupled with clever use of graphics, sound and screen scrolling."
Commodore User Oct 1985



MICRO PROSE
THE WORLD'S FOREMOST SIMULATION SOFTWARE PRODUCER

*Major Bill Stealey, U.S.A.F. Reserve, President of MicroProse.

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...self for action

...NS ARE FOR REAL!

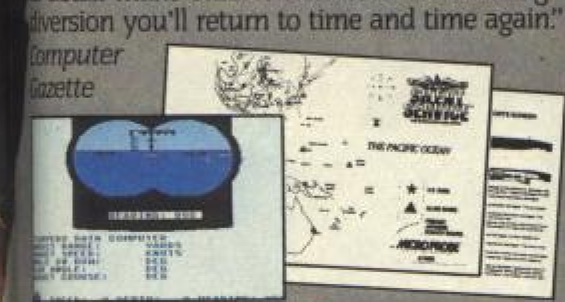
SILENT SERVICE

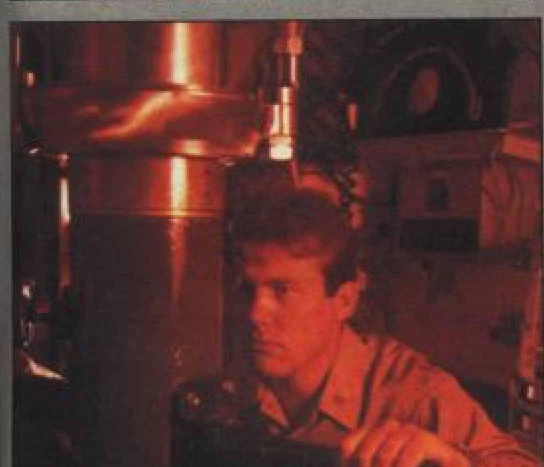
THE FIRST AUTHENTIC SUBMARINE SIMULATION!

Exciting action, great strategy, detailed graphics and an ultra-realistic simulation of a World War II U.S. submarine in the South Pacific.

"Excellent in every respect" *Zzap 64*

"Excellent graphics and meticulous attention to detail make SILENT SERVICE a fascinating diversion you'll return to time and time again." *Computer Gazette*







"Sid Meier and his team of simulation experts at MicroProse have outdone themselves with SILENT SERVICE, a re-creation of submarine operations in the Pacific during World War II. As a U.S. fleet submarine skipper, you can almost smell diesel oil and feel the deck rolling beneath your feet while searching the western Pacific for Japanese shipping." *Antic*

AcroJet

Tighten down your safety harness...kick the tyres and light the fires! You are in for the thrill of a lifetime in ACROJET, your own personal jet! ACROJET simulates the BD5-J, a one-man, 200 mile an hour plus, jet aircraft that is fully acrobatic and everything a real pilot could want or handle!

ACROJET features 3-dimensional graphics, sophisticated instrumentation, including the outstanding quick response aerobatic manoeuvrability that can only come from a personal jet! ACROJET builds upon the fine tradition of MicroProse's best selling Primary Flight Training Simulator, SOLO FLIGHT, and uses the unique "in the slot" 3-dimensional flying perspective to



allow those pilots who have soloed in SOLO FLIGHT to experience the thrill of jet acrobatic flying!

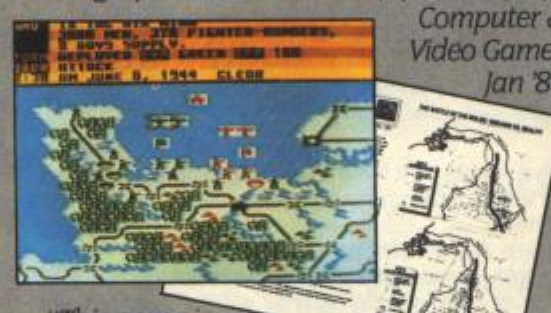


CRUSADE IN EUROPE

FROM D-DAY TO THE BATTLE OF THE BULGE!



"This game is a good buy, well presented, thoroughly researched and enjoyable to play." *Computer & Video Games Jan '86*



"This game is going to set a new standard with an outstanding combination of realism and playability."

"Once again, MicroProse have produced a great product with lasting appeal." *Your Computer Dec 1985*

	64 cass	64 disk	Atari cass	Atari disk	Recommended Retail Price	
SOLO FLIGHT	●	●	●	●	Cassette £9.95	Disk £14.95
DECISION IN THE DESERT	●	●	●	●	Cassette £14.95	Disk £19.95
SILENT SERVICE	●	●	●	●	Cassette £9.95	Disk £14.95
ACROJET	●	●			Cassette £9.95	Disk £14.95
CRUSADE IN EUROPE	●	●	●	●	Cassette £14.95	Disk £19.95

Selected U.S. Gold product is stocked by leading computer stores and selected branches of

Boots John Menzies WHSMITH

MICRO PROSE

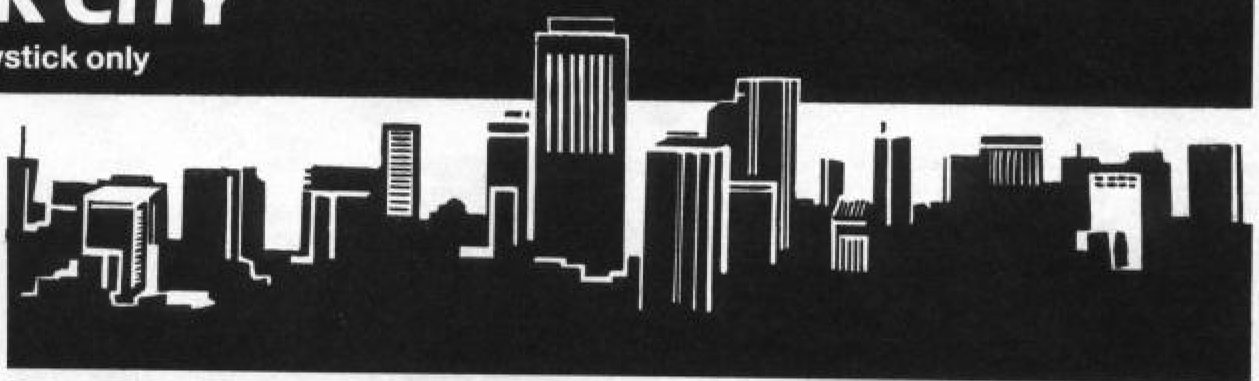
THE WORLD'S FOREMOST SIMULATION SOFTWARE PRODUCER

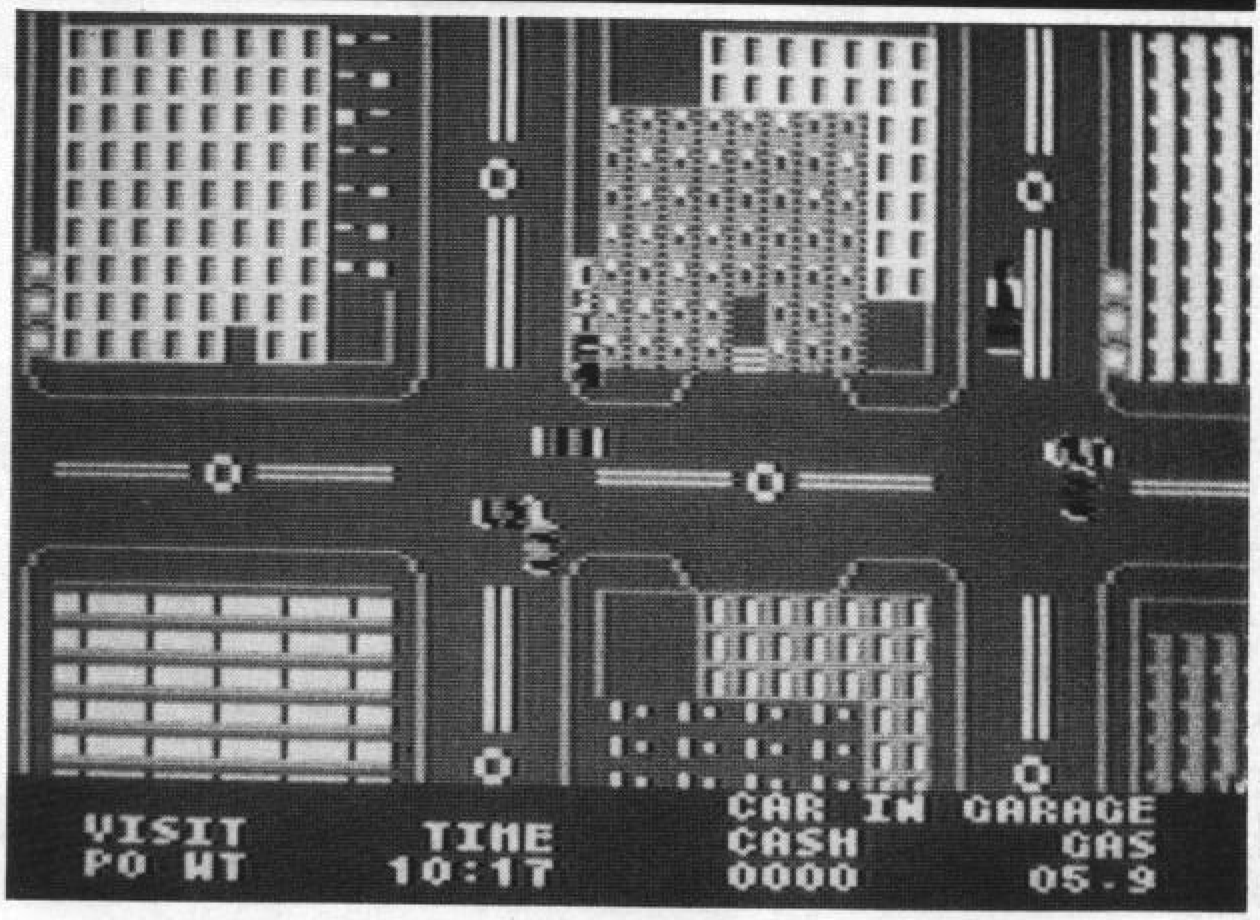
Industrial ...gham B3HS.

ZZAP! TEST **BUDGET**

NEW YORK CITY

Americana, £2.99 cass, joystick only





In the heat of the city there are a million stories and Ed Hick's is just one of them. Poor old Ed, out of the boonies to see the Big Apple, only to find it rotten to the core. Poor old Ed, his only wish to see the city sights, but the sights he saw were far from friendly. Poor old Ed, his story was just one in a million and this is it . . .

Just out of Smallsville is fresh faced Ed, a country boy with four hundred dollars to his name. In New York for a day trip with the aid of his red atomic Plymouth Continental. It really is a bit of wonder car and was converted to fission power by his Uncle Bob. The main advantage of having a radioactive car, apart from glowing fluorescent Chernobyl green in the dark, is that you can run over other cars and convert them to a mere mish mash of steel, glass and rubber without any damage to yourself. In his atomic car, Ed is to see the twelve sights that New York has to offer within a rather limited amount of time.

There are a number of troubles that delay Ed, most of them due to the poor hick's unfamiliarity with city life. First, there's the traffic; it can't come as a surprise to you that the traffic in New York is a little more hectic than that of placid Smallsville. There are two different types of vehicle to be encountered on the streets of the Big Apple. First, there are the relatively harmless cars; bump these and they squish. But the tow trucks are mean and nasty machines driven by meaner and nastier mechanics. In a collision, no amount of atomic energy can protect a player from a tow truck. The result is one damaged Plymouth that's now garage bound and a damaged Ed Hick who's just been released from the city hospital.

Now the poor chap is in walk mode and has to leg it to the local garage to pick up his newly rejuvenated car and shell out $100 for repairs. If this little escapade leaves poor old Ed broke then the game is over.

Ed can, however, collect more money from the bank, but it is under constant siege from a band of bank robbers. This sort of thing doesn't put off country boy Ed and the lad has to dodge bullets and felons to withdraw his $500.

To visit a sight you have to be in pedestrian mode and Ed's car must be parked. If the time runs out on Ed's parking meter his car gets towed away. The whole game must be completed in a day and it's an awkward thing to do since only two of the sights are open at any time. Each sight contains a mini arcade game that needs to be completed before it can be deemed as 'seen'.

In the heat of the city there are a million stories, why not give Ed's story a happy ending?



This is a pretty silly game which, although slow, is quite fun to play. Visiting each site is made interesting by having to play a screen of action, and some of these screens are damn difficult. playing the el splatto bit with other cars is very jolly and some of the screens are fun. The graphics and sound leave a lot to be desired, but for three quid the game isn't that much of a bad buy.



I have to disagree, New York City is crud. It looks and sounds abysmal, and plays just as badly. Driving and trudging around the Big Apple didn't appeal to me at all, and I found all of the sub-games uninteresting and tiresome. There are some great games in the Americana range, but this isn't one of them.



Though looking truly awful, sounding really awful and generally playing awful, there's something about New York City *that makes it fun to play. It's probably all the cars crashing since for some strange reason seeing vehicles splat and crumple into each other is my idea of fun. The gameplay is incredibly slow, though, and unless watching mass carnage on New York's highways isn't your idea of fun then there isn't anything else to keep your interest. Never mind, I think it's worth the money.*

Presentation 70%
Average title screen, good instructions and in-game presentation.

Graphics 32%
Simple, poorly drawn characters and buildings.

Sound 39%
Reasonable titles screen tune and spot FX.

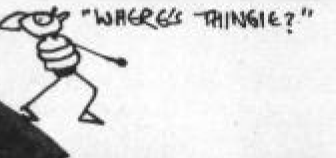
Hookability 50%
Smashing up cars is the main attraction initially.

Lastability 37%
Not much to hold interest, but at least there's something.

Value For Money 44%
You could do worse than spend three quid on this.

Overall 40%
Beats getting mugged on the subway.





Evesham Micros

THE UTILITY SPECIALISTS

Quickdisc+
FAST LOAD PLUS UTILITY CARTRIDGE

After enjoying considerable success since its release we have now made some improvements to "QUICKDISC+" to maintain its position as the best value in the disc "speed up/utility" cartridges.

Fast LOAD (now 5-7 times normal speed). Works with majority of protected software. Can be switched in and out from the keyboard.

Fast SAVE at 7 times normal speed.

Fast Format takes just 20 seconds.

Fast Backup copies an entire disc in four minutes (not protected software).

Very Fast File Copier for selective file copying at HIGH speed. Now handles files up to **248 blocks** long.

Improved DOS commands (DOS 5.1) makes for easy use of the disc drive. eg. $(RETURN) will LOAD and display a directory without overwriting BASIC. SHIFT RUN/STOP will LOAD "0:*",8,1 etc. **Very, very useful.**

Incorporates Centronics printer software (user port) **with CBM graphics** capability (requires user port centronics cable).

A RESET switch is fitted. (We have found this to be "unstoppable", it even preserves the tape buffer).

NO MEMORY IS USED by this cartridge, it is totally "transparent" and uses special switching techniques.

"128" and 1570 compatible in '64 mode.

PLUS MANY MORE USEFUL FEATURES TO MAKE YOUR 1541 FAR MORE FRIENDLY TO OPERATE.

ONLY £19.95

When reviewing "Quickdisc+" Commodore Horizons said: **"A MUST FOR EVERY 1541 OWNER".**

NOW EVEN FASTER

DISC DISECTOR V4.0

Disc-Disector

Now the **fourth generation** of the country's **leading** disc backup/utility package is available. Various improvements have been incorporated to re-establish "Disc Disector" as the **ultimate weapon.** Of particular importance are the following.

"EVESHAM 3 MINUTE NIBBLER" is the **latest version** of the infamous "Evesham Nibbler" now boasting **even more power and speed. Will now copy even the most highly protected discs in 3-4 minutes.** Handles the latest types of disc protection **completely automatically.** At the time of going to press this program copied **virtually every disc program available for testing including the latest in games and business software.** (It even copies '128 format or discs in CPM mode on the '128).

"DUAL DRIVE NIBBLER" allows the use of two drives to make **even faster back-ups.** Incorporates device number change software so no hardware mods necessary.

"NOVA TRANSFER" will **transfer to disc** the latest Nova Load programs including **multi part loaders.** A very useful utility that also includes routines to transfer "Summer Games II" and "Beach-Head II" to disc.

"DISCO" will transfer standard speed load software to disc.

"TRANS QD" allows you to save a fast load system to your own discs.

"DOUBLE BACK UP" is a **very fast** two drive back up.

As well as these important newcomers all the old favourite utilities which have helped earn "Disector" such a large following are included. These include **Menu Maker (selective), Fast Format, Unscratch, Disc Monitor, Disc Orderly, Fast File Copy, Index, etc. etc.**

The whole package is menu driven and has its own fast boot system built in for your convenience. Pays for itself the first day your receive it.

ONLY £29.95

Customers with earlier versions may return them along with a payment of £9.95 to receive V4.0

All programs are CBM 128 and 1570/71 compatible in '64 mode.

FREEZE FRAME

THE NEW GENERATION OF BACKUP METHODS IS NOW EVEN BETTER

THE LAST WORD IN BACKUP TECHNOLOGY

"Freeze Frame" has enjoyed **incredible success** for the past few months. Sales both in the U.K. and abroad have been very good and **thousands of satisfied customers** are using them.

Continual development has enabled us to launch an **improved version** of the product that incorporates a few useful improvements **PLUS** it is **even more powerful.** At the time of going to press our **thorough testing could not find one single, memory resident, program that "Freeze Frame" could not handle.** (This includes **ALL** the latest software up to 4th May 1986).

OPERATING "FREEZE FRAME"

"Freeze frame" is simplicity itself to use. It is cartridge based so is simply plugged into the cartridge port. When the computer is switched on a message is displayed, pressing "RETURN" will clear the computer back to the normal start up screen. Software can now be loaded from tape or disc **completely as normal.** The latest version of "Freeze Frame" will, to the best of our knowledge, allow **ANY software** to load and run normally (unlike competitive products).

"Freeze Frame" can be brought into operation at any convenient point by pressing the button on it. You can then do one of three things:—

1. **Pressing "D" will save a working version of the program in memory to a formatted disc. This version will include a high speed reload.**
2. **Pressing "S" will do the same as "D" except that the reload will be at standard 1541 load speed. (Also suitable for U.S. spec. machines, 4040 drives, some fast load systems etc.)**
3. **Pressing "T" will save a working version of the program in memory to tape. This incorporates a high speed reload at approx. 2400 baud.**

THAT IS IT!!

ALL PROGRAMS SAVED WITH "FREEZE FRAME" CAN BE RELOADED INDEPENDANTLY OF THE UTILITY

WE ARE CONFIDENT THAT FREEZE FRAME IS THE MOST POWERFUL AND FLEXIBLE BACKUP SYSTEM IN THE WORLD.

Does any other utility offer all this?

TAPE TO DISC	**DISC TO TAPE**
DISC TO DISC	**DISC TO TAPE**

PLUS the added flexibility of being able to save at any stage and return to that position, because programs restart from the point where the button is pressed.

An awe inspiring success rate.

Customise programs by putting in POKEs for endless lives etc. and then save with those active.

Reload independant of the cartridge.

Available now.

"FREEZE FRAME" HAS NO SERIOUS COMPETITION.

COMPETITIVE PRODUCTS

A successful product always spawns imitators and "Freeze Frame" is certainly no exception. Fortunately for us, but perhaps not for the people who have purchased them, their main similarity seems to be in advertising style.

"The Final Cartridge" is a good product in many ways, **BUT** when it comes to making backups it is just not in the same class as "Freeze Frame". Another major drawback, not made clear by advertising is that saved programs can **ONLY be reloaded with the cartridge in situ.**

"UPC1" has its uses but in its current form **cannot be taken seriously** as competition for "Freeze Frame".

"ACTION REPLAY" has no tape save, puts 8 files on a disc save and contrary to their claims we have found many programs that it can't handle.

ONLY £39.95

Owners of earlier versions can return them and upgrade for £14.95

SERIOUS WARNING: THIS IS AN EXTREMELY POWERFUL PRODUCT AND IS STRICTLY FOR PERSONAL USE. DON'T COMPARE IT WITH ANY OTHER PRODUCT, NOTHING ELSE OFFERS THE POWER OF "FREEZE FRAME".

QUIET DRIVE STOPS

This package incorporates new drive stops for **two 1541s** that will **end for good** the dreaded "woodpecker". The fitting process is very easy and a test program is provided to check the fitment. Helps prevent future alignment problems and makes your drive purr with satisfaction.

ONLY £4.95

DOUBLER

The tape back up "device"

Doubler has been an **enormous success** and continues to sell very well. Why? Because it is the **best product of its type** on the market. Doubler uses a unique method that copies **all types of software** regardless of speed. It consists of **hardware and software**. The software is the key part as unlike other products of its type Doubler creates a **brand new machine copy**. It is very easy to use and very successful. In fact our tests **have proved** that this "device" can achieve **100% success**.

Requires access to two data recorders.

ONLY £12.95

Why settle for less—this is the best.

ODDS AND ENDS

STAR NL10C The best Commodore ready printer, many features including 120cps draft mode, 27cps near letter quality, tractor and friction feed with semi automatic single sheet feed, most functions front panel switch selectable but perhaps most importantly the **interface cartridge is replaceable.** So if you change to another make of computer you simply purchase a new interface to suit. **ONLY £269.00**

DISC NOTCHER Allows you to easily cut a second write protect notch in your discs so that you can use both sides. A very useful gadget. **ONLY £6.95**

AZIMATE 3000 Lets you realign the head of your data cassette quickly and easily. Supplied with suitable screwdriver. **ONLY £6.95**

3M DISKETTES The best quality discs, available from us at the price of cheap ones. Buy the best, they last a lifetime. Boxes of ten—

SINGLE SIDE/DOUBLE DENSITY	**£11.95**
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COMMODORE COMPATIBLE DATA RECORDER Performs the same operations as the C2N or 1531 but a useful saving. Also includes a pause button (if for use with C16/PLUS4 please state) **ONLY £29.95**

AND THEN THERE WAS

DOLPHIN DOS — THE DIFFERENCE IS *STAGGERING*

Like everyone that has had the pleasure of seeing this system in operation you will be amazed by both the speed and ease of use. It is compatible with the majority of commercial software, speeding up both the program loading and SEQ/REL files. Fitting requires the insertion of two sub assembly boards, one in the 1541 and one in the '64/'128. This does not normally entail soldering, although a small amount will be necessary with some machines.

ONLY £69.95

If you require further information please send SAE for fact sheet.

Operates with the CBM 64 or 128 in '64 mode with 1541 disc drive.

THE FEATURES

25x FASTER LOADING (PROGRAM FILES)
12x FASTER SAVING (PROGRAM FILES)
10x FASTER LOADING (SEQUENTIAL FILES)
8x FASTER SAVING (SEQUENTIAL FILES)
3x FASTER LOAD AND SAVE (RELATIVE)
(These figures do not allow for searching)
Easy DOS commands from function keys.
Fast formats 40 tracks giving 749 blocks free.
Centronics driver software inbuilt.
Machine code monitor.
Can be switched out if necessary.

SUBJECT TO AVAILABILITY. ALL ORDERS DESPATCHED THE WORKING DAY AFTER RECEIPT

All prices include P&P and VAT. Send cheque, Postal Order or Credit Card No. Credit Card orders accepted by phone. Callers welcome. Wide range of goods stocked. Trade enquiries welcome. European orders send price as advertised. Outside Europe £2.00 for airmail. Mail order to Evesham please.

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In Australia contact: **MICRO ACCESSORIES of S.A.,** 39b Anderson Walk, Smithfield, South.Australia 5114. Tel: (08) 254 6284

SIZZLER

SENTINEL

Americana £2.99 cass, joystick with keys

On a clear night go outside and look low, close to the horizon, just below Orion's sword. Depending on how clear the sky is you may see a very dim star standing alone, the star of Jaraloba. Circling this lonesome heavenly body are three planets, one hot, one cold and the other enshrouded in a poisonous gas unable to support life of any kind.

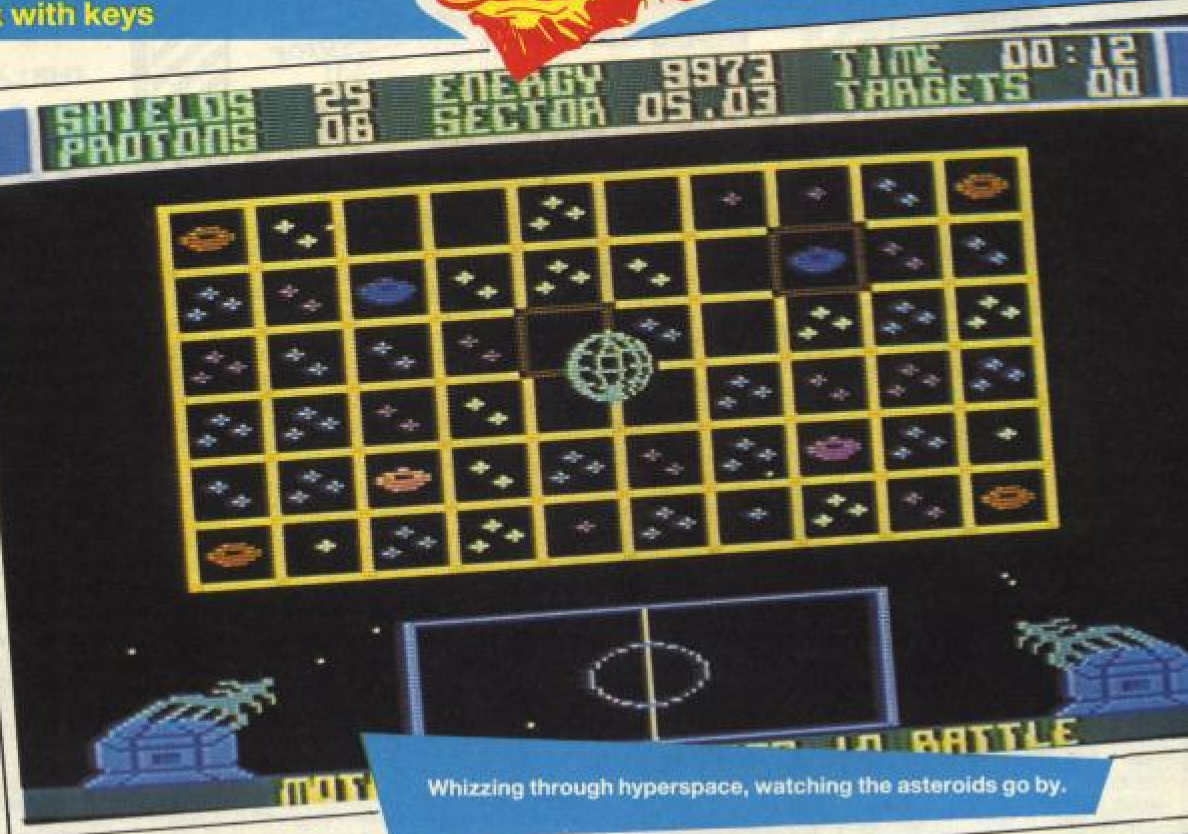
In this system, many years ago when mankind was but little scuttling rodents hiding in the crevices of a still turbulent Earth, lived two alien races. On the hot planet the Jaralobians, an harmonious reptilian race who had lived for centuries without conflict, while the cold planet supported a race of mamalian descent who spent their time locked in bloody planetwide wars, fought with powerful and destructive nuclear weapons. Largely ignored by the Jaralobians they fought until only one tribe, the Gorganitors, remained.

Unopposed, the Gorganitors spent the next century channelling their nuclear power into developing new types of fighting machines, space fighters, to enable them to shed their gravitational chains and conquer the planet of their peaceful neighbours. This happened unbeknownst to the Jaralobians, who had assumed that the stupid race were eventually going to destroy themselves. Imagine their surprise when the skies suddenly became black with many Gorganitor fighters!

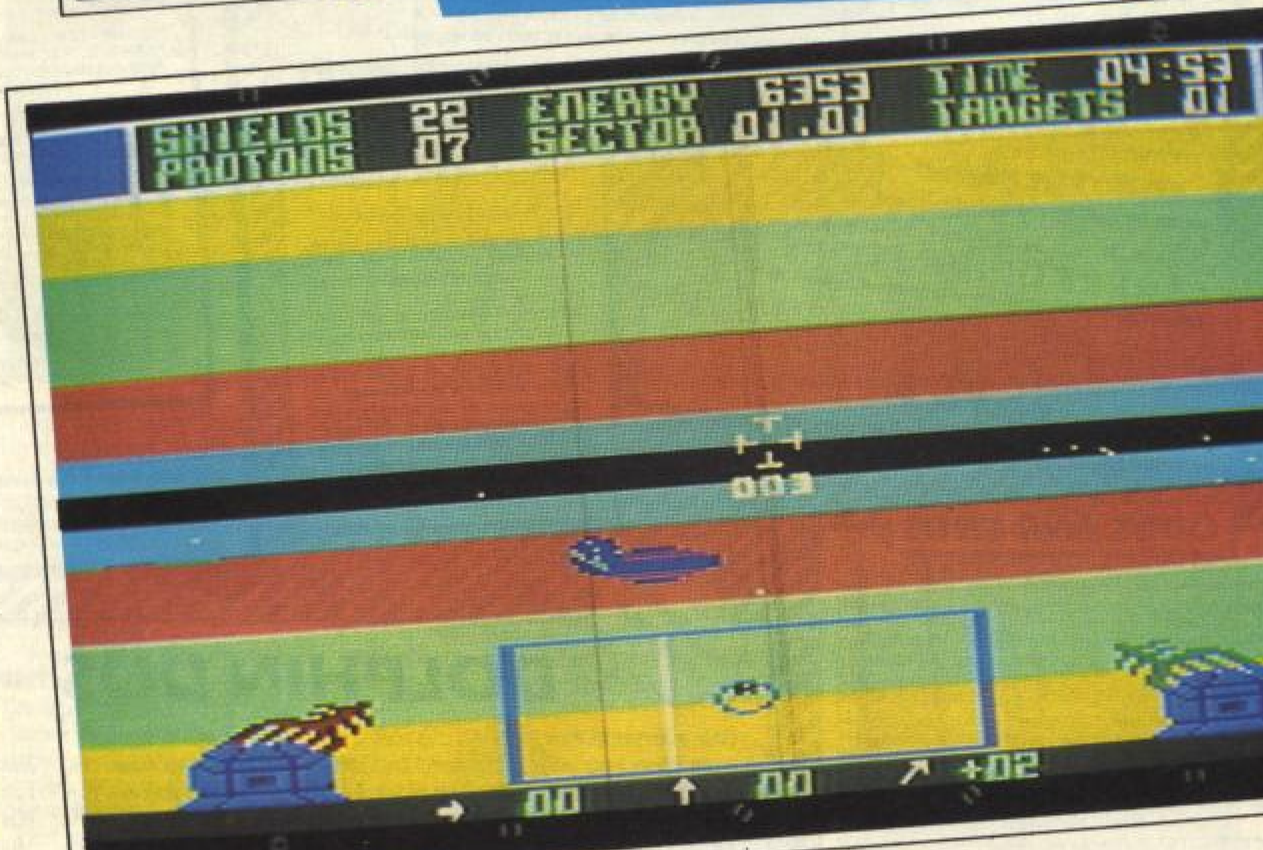
Being a peaceful race the Jaralobians had done away with weapons and only one space fighter, a museum display piece, remained. This was hastily refitted and the planet scoured to find a volunteer to take on the might of Gorganitor army single handed, but from this search only one fruit was borne, a young Jaralobian called Robert Reptile. Naturally he'd had no training in space combat but had spent most of his youth in the arcades knocking up immense scores on battle simulators and it was he who slid into the seat of the space fighter and took to the spaceways on a desperate and suicidal mission . . .

Sentinel is a 3D point-of-view *Star Raiders* type game which puts you in the position of Robert, in the seat of Jaraloba's last starfighter. The spacecraft, although ancient, is still a pretty neat affair and is equipped with a scanner, twin lasers, Proton Helix Missiles, auto tracking, hyperdrive and layers of Ybbitium Shielding for the ship's defence. When an enemy missile or asteroid hits home one layer of shielding is knocked off, and when there are none left the next collision destroys the ship.

The craft is controlled in flight simulator style and a cursor is used to shoot offensive laser bursts in similar fashion to the arcade game



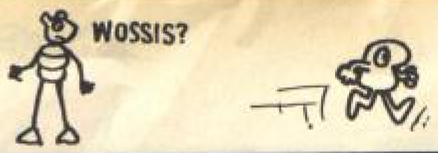
Whizzing through hyperspace, watching the asteroids go by.

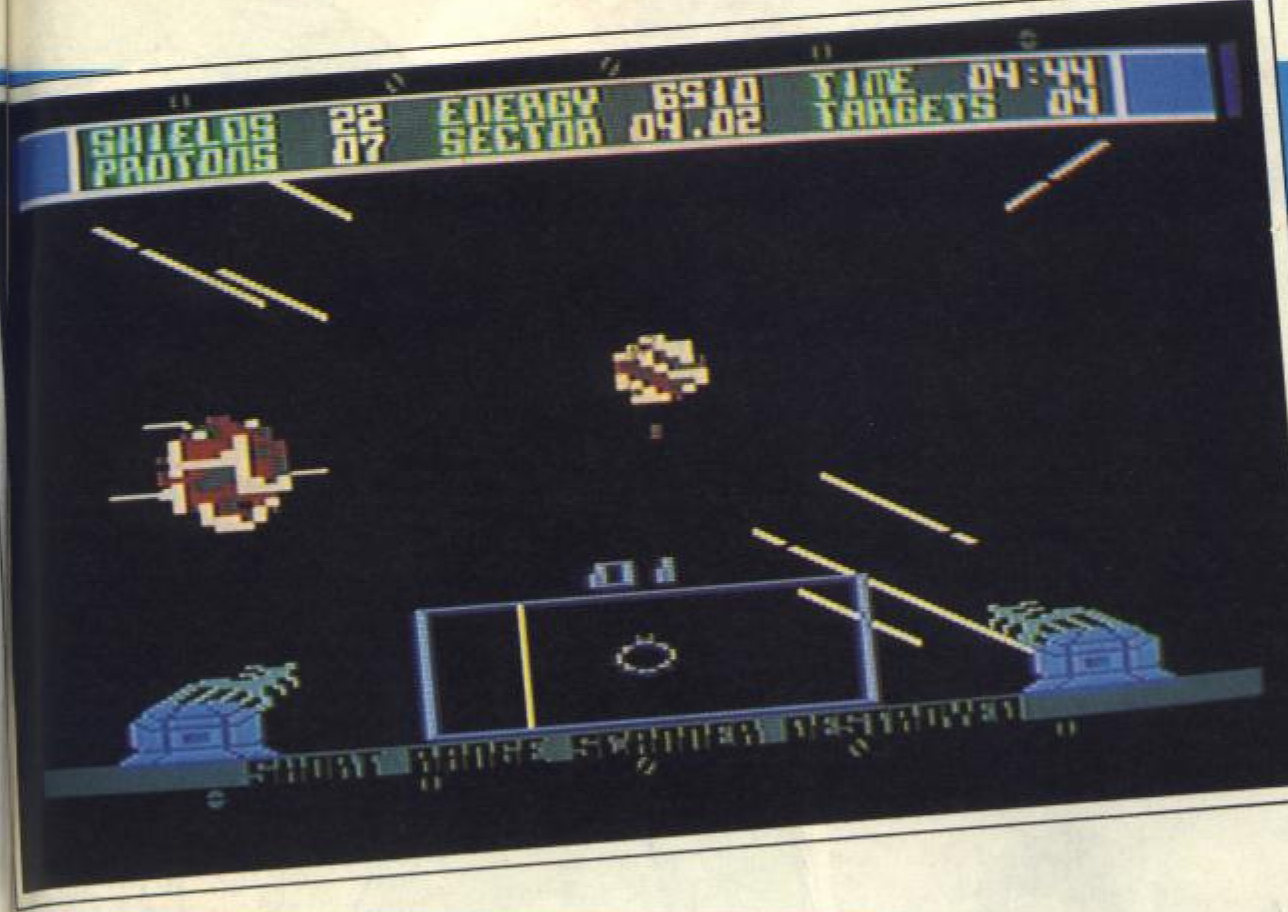


Approaching an enemy warship through its shields. Watch out for that mine!



Although this game is somewhat old (about two years) it has some wonderful effects which have only started to appear regularly in games today. The scenario is rather an old one but it's nicely implemented and the game is highly playable and very challenging (especially on the high levels). The graphics are nicely done with some fine little touches although some of the sprites are a bit unimaginative. At first glance this doesn't look much but it's well worth persevering with and is a steal for three quid.







Though a real rave from the grave I was really surprised at how much fun Sentinel could provide. The main attribute that keeps the action exciting is the very well created atmosphere. It's very easy indeed to get well involved and quite het up. The whole game is technically polished and has some excellent effects to keep the player goggling at the box for as long as possible. Graphically it's very good, especially the starfield which twists and turns in 3D quite convincingly. Overall Sentinel is a fine game indeed and more than worth the paltry sum asked for it by Americana.

The Sector Map. The globe in the centre of the screen is Jaraloba which is surrounded by Gorganitor craft (the small diamonds). Unfortunately your Motherships (the blue oblongs) are also in dire trouble . . .

Star Wars. You're not completely alone when fighting and there are four passive motherships you can return to every so often to get repaired and gather new supplies. These have to be defended though, if they're destroyed by the Gorganitor craft then you'll have to ride out the rest of the attack with what you have on board your ship. When a mothership is completely surrounded by enemy craft you'll be alerted via an on-screen message and if the enemy in question isn't swiftly disposed of the mothership is destroyed.

The Gorganitors are very determined to destroy the Jaralobians and are using three types of enemy ships in their invasion task force: swift, stealthy and unshielded gamma fighters, Xanthallian shielded cruisers and four huge warships armed with the latest in Neo-Sophoric Demi-Shields. The two smaller classes of ship fly around in packs of three while the warships are content to sit on the edge of the Jaralobian system, launch sets of fighters and orchestrate new attacks.

When the game starts you're asked to select one of five difficulty levels (skirmish, attack, battle, invasion, armageddon). After being given a message of encouragement from the hastily formed Jaralobian Cabinet of War, Starfleet Command then the battle begins. Immediately a 6 x 10 grid with the planet of Jaraloba in the centre is overlaid on the screen showing the sixty sectors of space immediately around the home planet. Any alien intruders are shown on the grid as pixels so you know their current location. During this period you can move a cursor anywhere on the grid. Move it over a sector and press the fire button and the ship automatically goes into hyperspace and heads towards the selected area. During hyperspacing you have to negotiate a tricky asteroid field for a certain period of time (depending on how long the journey is from one sector to the other).

If you jump into a sector occupied by renegade craft you are alerted to their presence by an audio warning and auto tracking comes into effect — your on-board



Not being particularly fond of Star Raiders type games I wasn't enthused by the thought of playing yet another variation on the theme. However, Sentinel had me hooked from the very start — the atmosphere and pace certainly get the adrenalin flowing, and the many neat touches throughout add to the feeling of 'being there'. I'm not quite sure why I like this particular Star Raiders variant, but I do and I reckon it's the best of the genre.

computer selects a craft or group of craft and tracks them for you. The selected craft are highlighted on your scanner with a cross and you can steer your way towards the target using the cursor. Other on-screen information includes a distance-from-target figure shown under the cursor and an enemy heading/bearing/speed indicator, displayed under the main scanner. An audio signal warns you just before you reach the craft and your ship automatically goes into combat mode, a dogfight situation where you must blast the craft to kingdom come while avoiding their offensive fire. When the sector is cleared the stellar grid map is printed up on screen again allowing you to proceed to another sector.

The primary targets are the four warships, shown distinctively on the stellar grid. A sector occupied by one of these overweight hulks is completely filled by its shielding system, consequently when you warp into such a sector you immediately run into the shield, which is similar to flying between two horizontal planes. In between these planes is a congested minefield which you have to fly through to reach the target. Hitting a mine depletes your shield but the mines can be shot with well aimed missiles. The distance from the mothership is displayed underneath the aiming cursor and using this you have to guide your ship through the minefield to the target. When you get near the mothership the shield disappears to show the warship, its exposed exit/entrance cycling in colours. When white, press the space bar to launch one of the ship's limited Proton Helix Charges — if this deadly missile is successfully guided into the portal during the white period it destroys the warship.

Getting back to one of the four motherships involves a similar process of dodging shields and minefields (although why a friendly mothership has a stonking great minefield around it is a complete mystery). When you reach the mothership it extends a tractor beam, draws your ship into its warm and comfortable interior and repairs any battle damage received during your galaxy saving quest, along with replenishing your shields.

When the game finishes you're given a rating depending on your performance and if you manage to successfully boot the Gorganitors from whence they came you are treated to a complete breakdown of the mission, amount of shots fired, shields used etc.

Presentation 95%
Informative instructions and brilliant on-screen presentation during the game.

Graphics 87%
Clever use of raster interrupts, some great effects but some sprites are rather dodgy.

Sound 69%
Atmospheric sound effects which really enhance the game.

Hookability 92%
Helpful instructions and in-game messages make this easy to get into.

Lastability 92%
Five difficulty levels and the fifth one really tough going.

Value For Money 98%
A great and challenging game for only three quid.

Overall 93%
A superb Star Raiders type game and THE best on the Commodore.

ZZAP! TEST **BUDGET**

SLAMBALL

Americana, £2.99 cass, joystick only

SIZZLER

Well the big and nasty Americana Monster has come along and eaten up Mastertronic's pinball table and it's in there that the cute 'n smiley *Slamball* family habitate, a living clan of ball bearings with a happy disposition. The pinball table is inside the monster's stomach and the balls are in quite a bit of trouble. The pinball table is still operational and since the monster's stomach knows that the chewy and munchy slamball family are sitting inside, it's ejecting them one by one into the game. The hole at the bottom of the table which normally recovers the ball instead slides straight down into the monster's digestive tract. Luckily though you, as a member of the secret society of prevention of cruelty to pinballs, have gained radio remote control of the table and you must now prevent any of the *Slamball* family from getting into Americana Monster's digestive tract.

The whole game revolves around a vertically scrolling window of four screens's worth which covers the entire length of the table. Even though the monster's stomach lining is pressing the 'play' button it's up to you to decide on the power at which the ball is ejected into the playfield. There are four sets of flippers throughout the table and various positions of the joystick determine their movement — joystick left operates left flippers, joystick right operates right flippers and pulling back on your stick causes them to flip away.

All the features included in a normal pinball machine are there with bumpers, rollovers and everything else. Even a nudge is implemented for times of extreme danger. Hitting nudge causes monster wobble and the whole table wobbles as well. When a member of the Slamball family is about to meet its demise it is quite wise to use the nudge feature as a last resort. Unfortunately over use of nudge results in the table tilting and your flippers are then disabled until the current ball hits the Monster's alimentary canal. Very digestive.

Around the table are a number of monster stomach enzymes held in groups of up to four, just sitting there waiting for a *slamballs* to pass over. A slamball travelling over an enzyme disappears and when a whole group are devoured a blob materialises. Bash into this blob before it destroys itself by wandering into the table's walls and your score multiplier is increased. At the most you can travel up to four times score, get another blob and the table resets itself to normal scoring. If all the enzymes are collected then that level is deemed to be complete and a bonus for any balls left is awarded.

The sound effects are suitably pinbally and all the while you can hear the monster gently humming to itself as it trogs down the street.

I like Slamball, it's the best game I've played for ages and is very addictive indeed, though really just a simple implementation of Pinball it is so very well thought out that the enjoyment it provides is huge. For graphics freaks there's little to amaze or astound, the colour schemes are garish but the ball moves in an exceedingly convincing manner. For the money Slamball *would be hard put to be beaten even by some of the excellent deals now offered by Mastertronic. Go out and buy a copy now.*

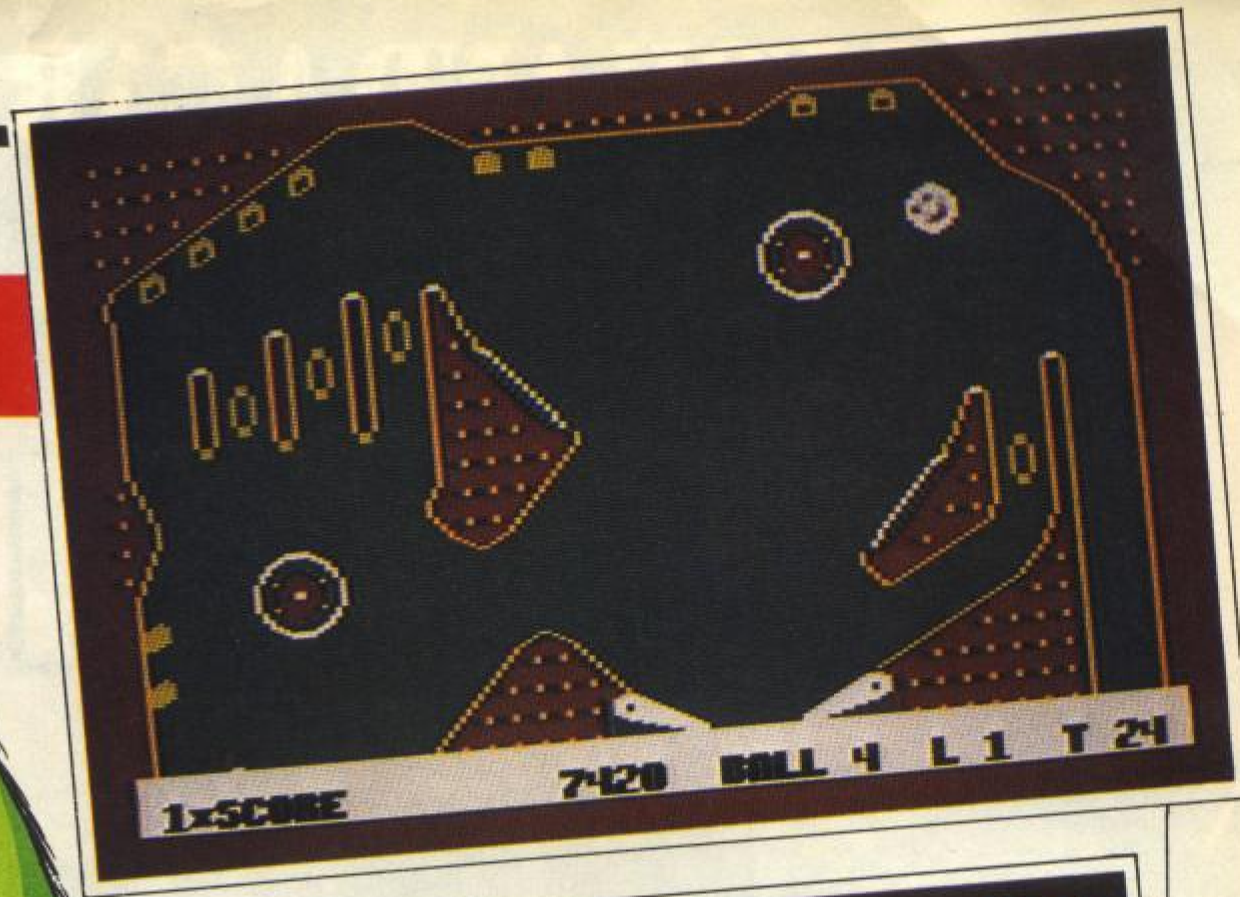


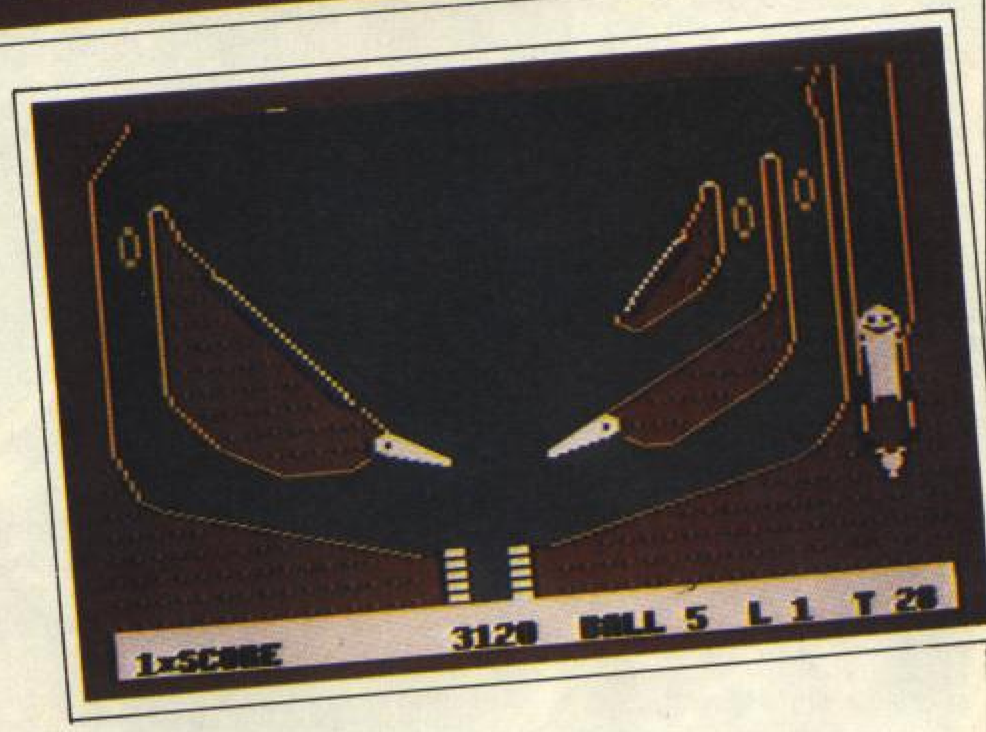


What a brilliant game! Simple, yet incredibly addictive and playable. It's nice to get a harmless, unhyped game that you can load into your computer and just play without having to get to the next screen or solve. No hassle, just pure playability. The graphics are alright and the sound is pretty basic, but the gameplay is just superb and the scenario totally stupid. Be a devil and lash out a huge three quid for it.











If you took any notice of the scenario, you would probably put the thing back on the shelf, which would undoubtedly be a mistake, because Slamball *is more than worth every penny as far as fun is concerned.*

Technically it's smooth enough, but certainly not a game to impress visually, which hardly matters as you get a fine pinball game with some unusual additions, and one which poses no problems in getting into, though it's quite hard to put down.

Presentation 88%
Straightforward, with neat and tidy on-screen appearance.

Graphics 65%
Large, rather simple and strongly coloured, but ball movements are convincing.

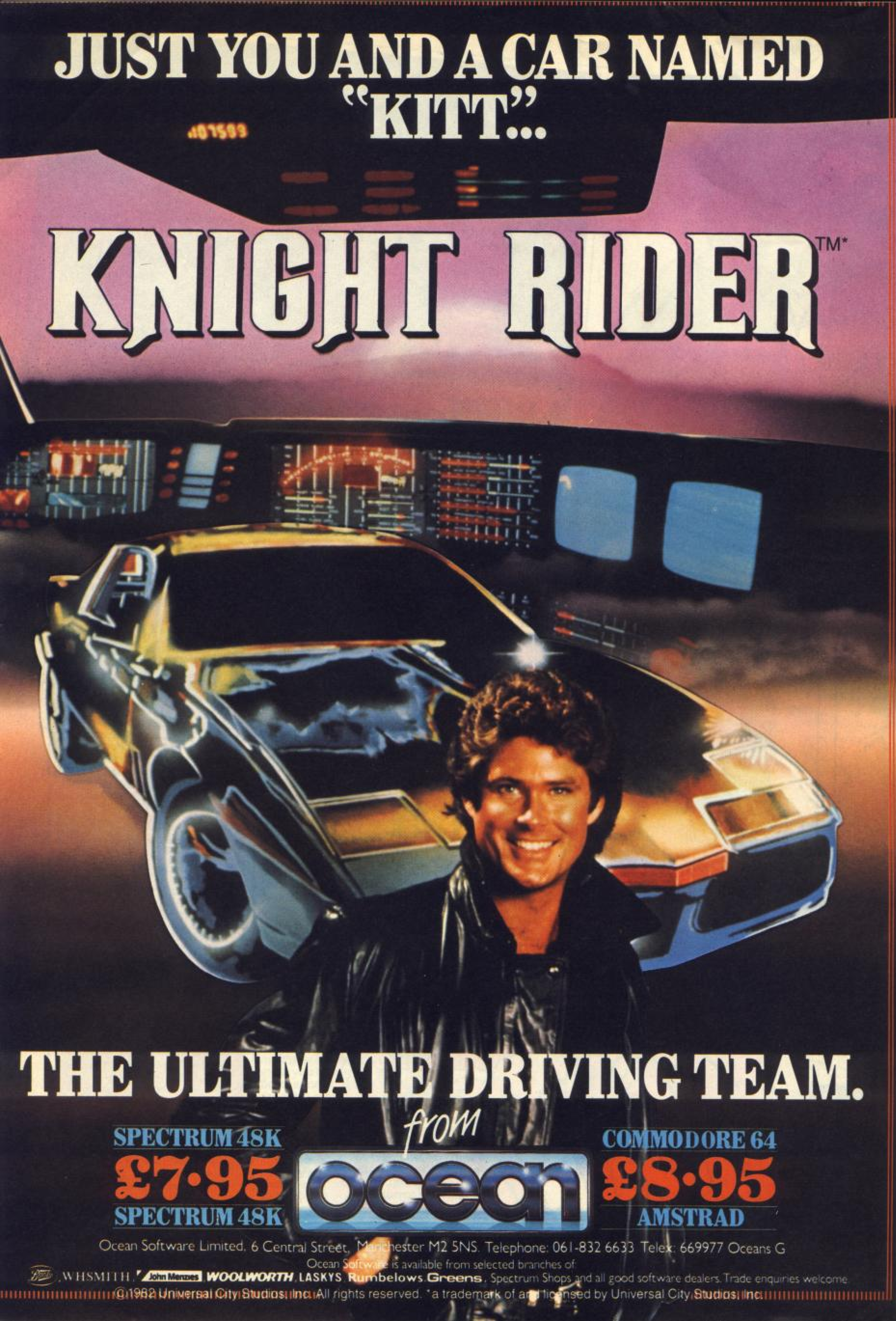
Sound 79%
Good pinball FX and stomach rumbling atmosphere.

Hookability 96%
Can't fail it, nothing to hold you back from instant enjoyment.

Lastability 96%
This one has the essential ingredient — you just don't know when to stop.

Value For Money 99%
At its low price it's a steal.

Overall 96%
A simply addictive and highly playable pinball.


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UPDATE:
Cross was almost there, he'd found the fuel cells he needed, he knew where the big ship was hidden and he had the time to get there, rescue his passengers and get them away back to Earth. But then there was Karrian. . .

THE TERMINAL MAN





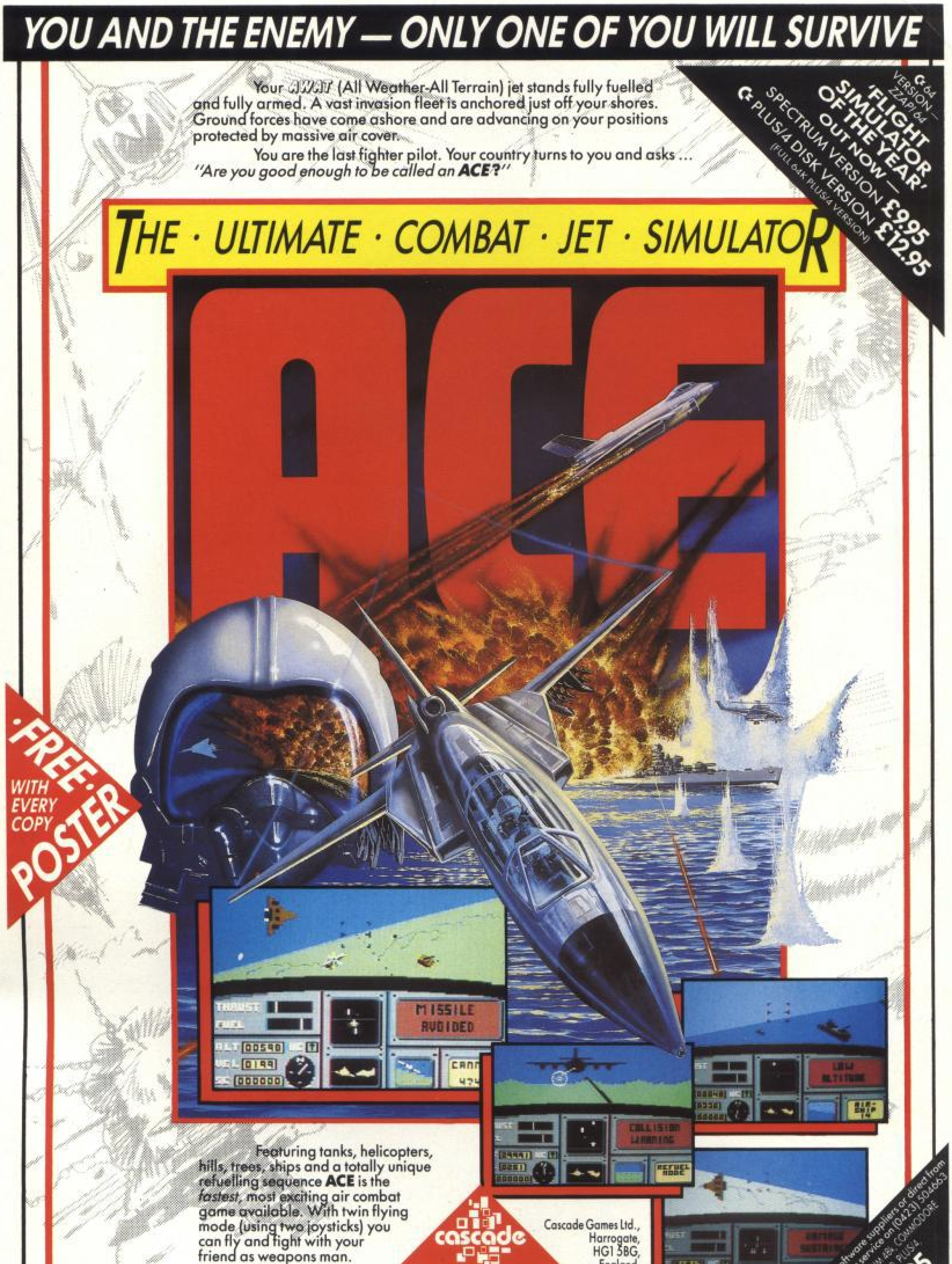
STORY BY KELVIN GOSNELL© DRAWN BY OLIVER FREY©



WE'VE MISSED THE GROUND...
—BUT WE CAN'T MISS THE BUILDINGS!
WELCOME BACK... WE MISSED YOU.
YES... YOU NEARLY DID... FIND THE CATHEDRAL— WE HAVE AN APPOINTMENT...
—BUT THERE'S WORK TO BE DONE FIRST...
PULL UP BY THE ALTAR...
START LOADING THE FUEL CELLS IN THAT 'SACRIFICE' CHAMBER - YOU'LL FIND THEY FIT IN THE WALL SLOTS...
WHAT..?
BUT..?
NO QUESTIONS! JUST DO IT! THERE'S NOT TIME!
VILGARRE WILL BE HERE ANY MOMENT AND THERE IS MUCH TO DO.
UNDER CROSS' HANDS THE SOLID TOP OF THE PLINTH REVEALED A BANK OF CONTROLS AND...
CELLS ALL LOADED, CROSS.
DAMN! PRIMARY IGNITION IS REMOTE - NOW CAN I...?
BUT AT THAT MOMENT—
I DON'T CALL THIS MUCH OF A BARGAIN, CROSS! YOU PROMISED TO BRING ME A SHIP! IS THAT FLYING CART WHAT YOU CALL A SHIP?



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